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SEPTEMBER 1996 • 17

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WANNA BE IMMORTAL? CLOSEST YOU'LL GET IS PLAYING THE HIGHLANDER CCG. SEE PAGE 44.



ON THE COVER:

Sure, Anson can paint monsters, but he can also play pony. Check out page 78 as artist Anson Maddocks teaches you how to draw monsters.

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You Don't Know How Good You've Got It

So I'm sitting here at a friend's house, watching the Sci-Fi Channel and thinking about how different things are now compared to when I first got involved in fantasy gaming around sixteen years ago.

Back then it was games like *Champions*, *Call of Cthulhu* and (gasp!) *Dungeons and Dragons*. I know these games may seem like ancient history to a lot of folks, but I can remember time well-spent engaged in various campaigns in musty basements, high school halls and college dorms.

These RPGs allowed the player to believably enter the various universes they entailed. To big-time fantasy and horror fanatics like myself, they were like bright stars shining in an otherwise dull night sky of normalcy and conformity.

I guess *Magic: the Gathering*, *Vampire: the Eternal Struggle* and the rest of the CCGs constitute the next wave of this type of gaming entertainment. They're compact and extremely portable—you can always find a tabletop somewhere to play on. And if you can't, the floor does just as well in a pinch.

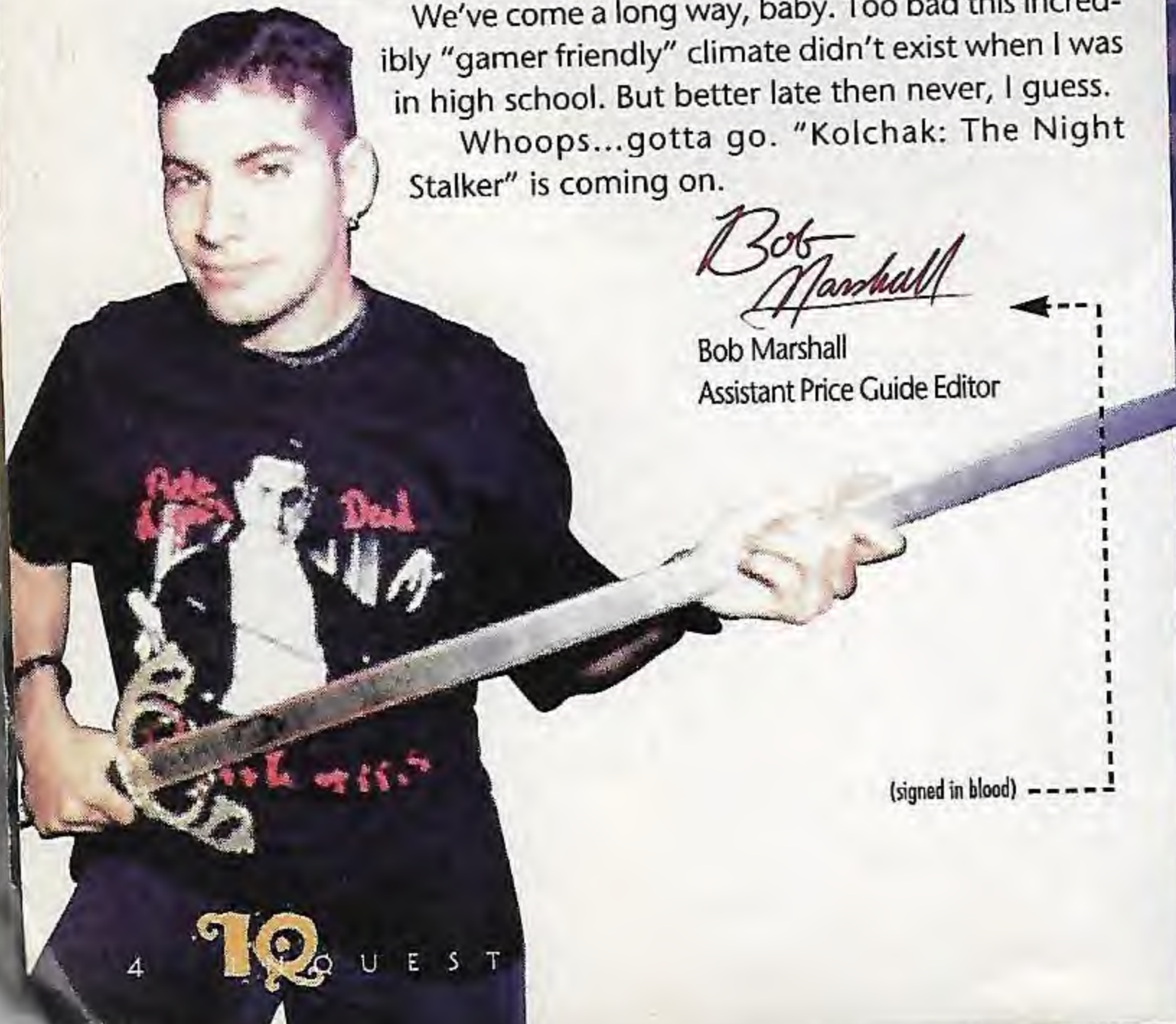
The main thing, though, is the way gaming has evolved into a huge sub-culture all its own. While *D&D* and its kin always had a huge loyal following, it can't compare with today's generation of gaming fans. You guys have it a lot easier than I did during the height of my roleplaying days. It was always frustrating to me that there were so many cool games out there, but I could never find enough people interested in, say, an Old West RPG, to make it worth my while.

Nowadays, thanks to tools like the Internet and an incredible network of fellow enthusiasts, you can pretty much connect with a group of players for any of the games that are out there. Plus, there are places like Neutral Ground in Manhattan, where you can just go to join in on games. If there's a particular one you're interested in playing and it's not there, you'll undoubtedly find someone who can point you in the right direction of other interested gamers.

The CCG phenomenon is everywhere these days. I've seen people playing in restaurants and book stores. Imagine trying that ten years ago: if you didn't get thrown out of the establishment on your ass, you ran the risk of spilling coffee all over your *Dungeon Master's Guide*.

We've come a long way, baby. Too bad this incredibly "gamer friendly" climate didn't exist when I was in high school. But better late than never, I guess.

Whoops...gotta go. "Kolchak: The Night Stalker" is coming on.



Bob Marshall

Bob Marshall
Assistant Price Guide Editor

(signed in blood)



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INQUISITION

Letters to the Editors

SPECIAL DELIVERY

So it's two in the morning and I'm reading the mail. Elvis is on the stereo, and Cow Nose—the 50 lb. cat—is on my lap. "Hey, Cow Nose," I say. "Listen to this. Ben Sperling of Nineveh, N.Y., wants to know how to get his letter printed. Geez, all you gotta do is write legibly and have something semi-intelligent to say. There's nothin' to it. Right, Cow Nose?" Cow Nose responds by barfing up a hairball.

Turns out, it's not a hairball after all, but this month's first letter, which Cow Nose accidentally ate. It's a response to issue #14, where we said, "We make it a point to write the way we talk..."

She Hates Us—Sob!

Regarding your comment in *InQuest* #14's "Inquisition," do you actually mean you speak like that in reality? I had assumed that the tone of your magazine was an affectation meant to appeal to inexperienced adolescents or regressed adults. I had assumed that your staff had a certain level of intelligence. But such a limited and base vocabulary indicates arrested development. I shall continue to follow your publication in the hopes that you will forego the profanity.

Though somewhat snide and argumentative in tone, you do seem to value honesty. This is not meant as an attack, but as constructive criticism. Do try to raise yourself out of the gutter, gentlemen. There are intelligent and well rounded people out here who appreciate CCGs.

Lee Anne Rogers
Kelowna, BC, Canada

Er, I don't suppose we could interest you in a subscription?

He Loves Us—Yay!

I have been reading your magazine for about a year, and I have enjoyed it immensely. Every time I buy an issue, I read it from cover to cover immediately. All those people who are complaining about the use of profanity should just learn to live with it and not get insulted by every little thing. If you take out the humor, you take out all of the enjoyable parts of the magazine. *InQuest* is not supposed to be like *The Wall Street Journal*.

Ian M. Brown
Leverett, MA

That's right. I mean, you could look through the last 10 years' worth of The Wall Street Journal and

not find a single word about Dingus Eggs.

Secret of the Spinner

I got a crazy little *Magic* spinner in *InQuest* #13. What in the world is it for? I searched through the mag and didn't find one mention of it anywhere.

Kyle Goodwin
Cyberspace

Use it to keep track of your life points. You can also use it to keep track of how many centuries you'll be burning in hell for playing CCGs.



Hands Off My Gauntlet

I love your magazine! It's great! It's stupendous! It's excellent! It's every praise word in the English language! I've searched for price listings for *Magic: The Gathering* everywhere on the Internet. You guys answered my prayers. You not only have price listings, but you also have the description for each card! Yes!

On to some questions:

1. Are you guys going to review *XXXenophile* when it comes out?
2. Is there a *Magic: The Gathering* movie on the way?
3. Do you know the story around the *Magic* computer game?
4. Will Rick Swan sell me that beat-up Gauntlet of Might he was mourning about in issue #5's "Swan Song"?
5. Are you guys the perfect human specimens on the planet?

John Baird
Hubbardston, MA

1. Only if our moms will let us.
2. Not likely. Although it would be kinda cool to see Tom Cruise in a Jester's Cap.
3. I called Kathy Sanguinetti, Microprose's public relations manager, who explained why it's been held up. "First, it was originally a DOS game. Now it's Windows 95. Second, we added a new element, a strategic-adventure setting by Sid Meier [the guy behind the Civilization computer game]. That took some time." Since Microprose had it scheduled for a late summer release (though we've heard that before), it ought to be available any day now. If not... well, it's on the way. For more info, check out the news story in "IQ News" starting on page 15.
4. Sorry. I'm saving it for my heirs.
5. If we are, then the planet is in big trouble.

Boner Department

I love *InQuest*, read it regularly and wish I could find somebody who'd buy my Goblin King for nine bucks, but—and you knew this was coming—you need to give your copy editor a sound smacking about the head and neck. Ish #13 is what I'm talking about. I'm not an expert by any means, but the combo on page 110 doesn't look like



it'd work. Flooded Woodlands wouldn't stop a Juzam Djinn or an Ihsan's Shade, 'cause they're black. The only way that'll work is if you 'lace 'em or maybe Sleight of Mind 'em.

Steve Andersen
Constantine, MI

The copy editor claims it'll work if your opponents are color blind. But just to be on the safe side, we smacked him around anyway.

Public Service Announcement

I am kinda sick of seeing the same questions over and over again in "Stumpers." Have you ever considered putting the following phrases in big letters?

1. YOU CANNOT DEFLECT DEMONIC CONSULTATIONS!
2. A CHAOSLACED JUSTICE DOES NOTHING!
3. YOU CAN USE A CARD THAT SAYS, "UNTAP TARGET WHATEVER" ON UNTAPPED STUFF!

The Monthly Correspondent
Buffalo, NY

Here's another: "ALL"—AS IN "DESTROY ALL PLAINS"—REFERS TO ALL THE CARDS IN PLAY, NOT ALL THE CARDS IN THE DECK. I've had to explain that so many times, my lips are about to drop off.

Dear Abby

I just finished issue #13. This is by far the most hilarious issue I have ever read. I find the contents utterly amazing, even though I don't play any of the games your magazine talks about. My husband, however, is a *Magic*-playing, *InQuest*-reading, deck-building, tournament-going monster. Have I lost him forever? Is there any hope for him?

Cathy Sheaffer
(married to a Magic zombie)
Ashland, OH

Who knows? My wife used to bug me about all the time I spent playing games. Then I told her that if I didn't have games to keep me home, I'd be out picking up cheerleaders. This convinced her I was delusional, so now she pretty much leaves me alone.

Chairman of the Bored

I'm just curious, but is anyone actually buying *Star Wars* to play? The same goes for

Red Zone, Top of the Order and One On One Hockey Challenge. They are all very mediocre games. If it weren't for their popular themes, they'd be languishing on the shelves. And then there's *Star Trek*. If I wanted to play solitaire, I'd just use a poker deck.

Allow me to tout my personal favorite: *Rage*. It has incredible art from the likes of Richard Kane-Ferguson, Richard Thomas, Brian LeBlanc and Lawrence Snelly. The game itself is *beyond* fun. What's more satisfying than smashing your opponent's nose or crushing his spine?

John Edward Rodenbiker
Cyberspace

According to the bean counters at Decipher Inc., close to 300,000,000 Star Wars cards and 250,000,000 Star Trek cards have been sold to date. So either there are a lot of hoarders around the world or somebody's playing the games. As for the sports cards, fantasy and sci-fi ain't everybody's cup of tea, you know. (Me, I'm waiting for the Dog Hockey CCG.) But you're right about Rage; it's darn good.



Richard Garfield photo courtesy of Wizard of the Coast

Up With Capitalism

In *InQuest* #13's "Inquisition," Thomas Rode wrote about Richard Garfield and said that fans ignore the fact that he only did *Magic* to make money. I am a student at the University of Pennsylvania, Mr. Garfield's alma mater. Recently, the campus newspaper ran an interview with Mr. Garfield. It turns out that he is simply a lover of games. He never had any intention of making money. As a matter of fact, it was Garfield's friend, not Garfield himself, who contacted Wizards of the Coast, as Garfield didn't think anyone would want his games. I have also spoken to

people on campus who know Mr. Garfield, and they have pretty much the same thing to say about him: he loves games. So next time, Mr. Rode, do not make accusations about people you do not know.

Philip Jason
Cyberspace

So what's wrong with making money? In Communist countries, all CCGs are government-controlled and printed on toilet paper. God bless America!

Picky, Picky, Picky

I am a subscriber and a *Magic* fan. In every issue you include cards with the magazine like *Killer Instinct*, *Fast Break*, *WildStorms* and other CCGs that I never play or never heard of. If *Magic* is the most popular CCG, then why don't you put in more *Magic* cards? They don't have to be Moxes or Black Lotuses. Any card would do.

Tom Levesque
Windsor, Ontario, Canada

Hey, there's more to life than Magic. Those insert cards—Killer Instinct, Fast Break and all the rest—are intended to whet your appetite and expand your horizons. Instead of squandering your extra dough at Taco Bell or on some third-rate flick like "Dragonheart," why not invest in a CCG you never played before? It won't kill ya, I promise.

A Pox on Your Mox

Issue #13's "Inquisition" had a letter called "Magic Creativity 101" stating that too many people were looking for game-breaking cards while ignoring the less-powerful cards. I agree. About 75% of the fun of *Magic* is finding the little combos that kick your opponent's a**, or discovering a rare black-bordered treasure from a past expansion. The other 25% of the fun is seeing your opponent's \$100 Mox wither away to nothing at the hands of a Shatter or a Nevinyrral's Disk/Ruhk Egg combo. I must confess to putting some pretty powerful cards in my deck (Hey, it's fun to see the look on your opponent's face when you put out a Shivan!), but I usually end up killing my opponent with a Fireball or a Meteor Shower. So I say to thee, do not shun your Wanderlusts and Marsh Vipers, for the meek shall be exalted and the powerful shall be humbled!

Josh Storey
Cyberspace

*Methinks thou haveth a point. By the way, what does "a**" mean?*

P E N P A L S

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to InQuestMag@aol.com or mail it to us at: I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!



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The Name of the Game

True stories behind the names of game cards

Magic: The Gathering—Homelands

Æther Storm: *Homelands* designers Scott Hungerford and Kyle Namvar created an elaborate 80-page backstory for the expansion set, using many elements established in past *Magic* sets. Hungerford says, "I wanted to incorporate the Æther," mentioned on the cards Psionic Entity and Tuknir Deathlock, as "a region full of screaming shadows and reality-warping effects."

Aliban's Tower: Derived from the middle name of "a friend of mine who is determined to stay anonymous," says Hungerford.

Heart Wolf: Hungerford reveals that the Heart Wolf is owned by a dwarf named Lestor. "Lestor's Heart Wolf" is an anagram of "Lesser Throat Wolf," a mythical card that's become a running joke in Internet *Magic* newsgroups.

Leaping Lizard: One of the first fictitious cards in Internet *Magic* newsgroups, Lizard Leaper (an 11/11 flying creature with a casting cost of 6), inspired this real *Homelands* card which costs a bit more to cast, but does have the capability to fly.

Mammoth Harness: An opponent who boasted a Woolly Mammoth to 8/4 and called this "knocking it up," inspired this card. "Kinky, eh?" says Hungerford. "Reminds one of circus tents and stepladders."

Roterothopter: Originally called "Uberthopter" (German, "over-thopter"), because this artifact was intended to produce Ornithopter tokens. The name was changed to more accurately represent its method of propulsion (rotors instead of wings) as shown in Amy Weber's illustration.

Rysorian Badger: Named for Wizards of the Coast employee Rhias K. Hall (the Duelists' Convocation's "Auntie Badger"). The card removes creatures from an opponent's graveyard inviting them to your side, which loosely simulates Hall's practice of inviting friends over for tea.

BABALOO, BABALOO! YEAH, DIG IT!



—Allen Varney

Thanks go out this issue to Scott Hungerford.

Do you lose sleep wondering where your favorite card got its name? Write down the name of the card, the game it comes from, your full name and mailing address and send it to:

The Name of the Game
c/o *InQuest*
151 Wells Ave.
Congers, NY 10920
E-mail: InQuestmag@aol.com

More Spellfire? Sure Thing!

I play a few CCGs and I always read *InQuest*. My favorite game is *Magic*, but I haven't been playing it. I'm waiting until the new expansions come out, the ones other than *Alliances*. Meanwhile, I have been playing *Spellfire*. Your magazine just doesn't have enough coverage of *Spellfire*. Will you consider adding more articles on *Spellfire*?

Sean Allen
Mount Airy, NC

After your letter triggers the inevitable avalanche of requests, I don't see where we'll have much choice.



C'MON, SONNY. WE'RE LEAVING. AND YOU BEHIND THE COUNTER...DROP YOUR PANTS.

Down With Mothers

Okay, I'm almost done with a game of *Magic*, when my mother walks into the card shop and says, "It's time to go." I say, "It'll be a little while before I'm dead, but I'll try to hurry." I finish 10 minutes later. I go outside expecting to see her car, but it's gone. I go back in and say, "She left without me." Later, she walks in, not exactly excited to see me. So we leave and she starts talking about how I'm never going to the card shop again. Was she overreacting?

Christopher L. Buirley
Troy, OH

Look, there are three sure-fire ways to PO your mom: (1) forget her birthday, (2) leave your junk lying around and (3) keep her waiting in the car. Apologize, already. And while you're at it, a little peck on the cheek wouldn't hurt. Go ahead, ya big lug!

Foreign Exchange

I'm sending this letter from Vienna, Austria, to say that all the expatriates go mad for your mag like it was going out of style. So

do the Austrians—even the ones who don't speak English. Anyway, my friends and I have a grievance about the contests where you offer foreign editions of *Magic* as prizes. Let me tell ya something. Those things are a dime a dozen around here. I think it's a shame that people would want them.

Matt Patren
Vienna, Austria
(formerly Danbury, CT)

A dime a dozen? Hmm, I could take all the money I made working as live bait at Gator Land and buy...lemme see... 18 cards!

The Write Idea

I've found a major weakness with your contests. A lot of the really good ones involve art, like the one where you make your own *Magic* cards. How about a contest for us writers, huh? Just because some of us can't draw a stick figure doesn't mean we're not special.

Chris Koch
Cyberspace

Exactly who around here do you think is qualified to judge a writing contest?

Neglected Efreet

For the last few months, people have been bitching to you about everything, so I thought I'd throw in my two cents. Okay, everybody loves the Juzam Djinn and so do I, but why doesn't anyone ever mention my favorite card, the Serendib Efreet? I mean, think about it. The Juzam Djinn gives you a 5/5 creature for four mana, which is great, but the Serendib Efreet gives you a 3/4 flyer for only three mana. And that's not to mention the cool green border. What is your problem?

Jeff Ouano
Casper, WY

I couldn't agree more. That green border definitely pushes it over the top. And speaking of borders...

Pink I.C.E.?

What the hell is wrong with I.C.E.? The Unlimited Edition of *Middle-earth: The Wizards* has blue borders! Blue borders! Are they freaking crazy? What next? Pink borders?

Enrico Del Prete
Cyberspace

I hope not. Pink is for underwear, not card borders.

Photo courtesy of Everett Collection

P

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Doomtrooper

even sauron wants to play!



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M.C.B.



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MAGIC: The Creations

The fan who invented the best *Magic* card this month wins a Tawnos' Coffin *Magic* card signed by Christopher Rush and three different foreign edition *Magic* packs! (The other guy just gets some packs of whatever was sent free to us this month.)

GRAND PRIZE WINNER!

BLUR

Jesse Mohr, Rock Creek, MI



PEOPLE OF THE SAVANNAH

Wesley Connally, Kinnear, WY



To enter, send an original *Magic* card no bigger than 8-by-11-and-a-quarter inches (use an existing *Magic* card and just glue on new art and stuff if you want) to:

Magic: The Creations

c/o InQuest
151 Wells Ave.
Congers, NY 10920

CONTEST WINNERS

• Chris Eden of Houston, Texas, took home our Grand Prize in IQ #13's "Dress Your Best" contest, winning one copy of everything that TSR produced between January and April of 1996! That's like valued at about \$500. Yowza!
• Jennifer L. Yamarino of Highland Village, Texas, won IQ #13's "Take Me out to the Ball Game" contest. She won 12 tickets to a ballgame at the closest Major League ballpark, as well as a Frank Thomas-autographed bat and a complete set of Donruss' *Top of the Order*. Congrats!

No Accounting for Taste

Why in the world do people love the Djinn creatures? I think they're the worst. Although they have low casting costs, they have painful upkeep costs.

Josh Kidd
Berea, KY

Yeah, but they're great kissers.

Counterspell Controversy

I was appalled by Jason Von Glass' letter in issue #12's "Inquisition." Granted, he has a point about permission decks being cheesy. However, Counterspell is not cheesy! I repeat: NOT cheesy! It's one of the only things blue has going for it other than that moronic Clone and the vile Doppelganger. I hate those two.

Anyway, if Counterspells were to be restricted, then Shivans, Clones, Doppelgangers, Vampires, Serra Angels, Autumn Willows, Baron Sengirs, Jester's Caps and Lightning Bolts should be too. If we restricted all of them, then what would there be? Weenie decks winning tournaments! Ugh, the thought of that makes my skin crawl.

Ben Sperling
Nineveh, NY

At my house, there's no such thing as a banned or restricted card. Anything goes. My way may not be legal, but it's a hell of a lot of fun.

Grammar Grappler

One Stasis is called a "Stasis." If you have more than one, are they called "Stasi" or "Stasises"?

Mozerwrath
Cyberspace

According to the Chicago Manual of Style, you form the plural of a capitalized name by adding "es" if the name already ends in "s." Therefore, "Stasises" would seem to be technically correct. However, when you say "Stasises" out loud, you kinda sound like a stammering moron. So I prefer the more elegant "Stasi," or its Spanish equivalent, "Los Stasos."

Blue Boy

I am sick and tired of blue being singled out as the cheese leader. The only thing I ever hear about blue is that it's cheesy. Well, what is cheesy? I play blue and next to no one can beat me. Time Elementals and Stasises [He means "Los Stasos." —Rick] make up the backbone of my deck. I don't consider my blue deck to be cheesy.

Joe Tynan
Scottsdale, AZ

I see what you mean. Take a couple of Azure Drakes, throw in a Leviathan, a Polar Kraken, maybe a Sea Sprite and you've got... well, you've got a great big chunk of stinkin' blue cheese, that's what you've got.

Wandering Mind

While I was sitting around leafing through my *Magic* cards for the umpteenth time, my mind started to wander. I got to thinking about all the different characters and creatures in the various CCGs and roleplaying games of the fantasy genre. This eventually led to the following thoughts: What if we were make-believe, and the world was really inhabited by elves and fairies and dragons? Would they develop technology similar to our own? Would there be ogre bus drivers? Would goblins sit mindlessly in front of their cable TV for hours on end? Would a dwarf named Gutenberg have invented the movable-type printing press? Would they eventually develop CCGs? This led to the following conclusions: (1) yes they would and (2) I really need to get outside more.

Thomas M. Grafius Jr.
Bradenton, FL

I don't think I want guys like you outside.



Bird Brain

Me and my friend are in the middle of a *Magic* duel. Out of nowhere, his pet bird swoops down, clutches one of my creatures and proceeds to fly around the room. Does this mean that the creature is now flying?

Dave Ramsey
New Castle, DE

Oh, yes. Absolutely. But don't forget to watch for falling doo-doo. If that creature's a Kird Ape, you don't want to be under it.

That's it, boys and girls. I gotta clean out Cow Nose's litter box, and then I'm goin' to bed. See you next time.

Rick Swan
—Rick Swan

Game-designer Rick Swan writes the way he talks. Unfortunately.

Send yer letters to InQuestMag@aol.com or:

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Include your full name, mailing address and phone number in all letters. Some letters may be edited for space.

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Illustration by Lee Gibbons



news

Anson, Other Artists Say Farewell to Magic

Anson Maddocks, Ed Beard Jr., Rob Alexander and Amy Weber have painted their last for the hit collectible card game *Magic: The Gathering*. What's more, players may not find any work by those artists when they purchase Fifth Edition *Magic* cards.

The artists say they're leaving because Wizards of the Coast is offering new contracts that will eliminate copyrights and royalties for *Magic* artists. (See "New *Magic* Contract Upsets Artists," "IQ News," *InQuest* #16.)

Some artists also stated that WotC representatives had demanded they relinquish rights and royalties to old illustrations or have that artwork pulled from future sets.

Artists say the new contracts will slash their income. WotC's president and founder, Peter D. Adkison, said the average fee will keep *Magic* artists in the top 10 percent of their field in terms of income. When *Magic*'s Fifth Edition is released—probably in 1997—some old art will almost certainly be replaced, a move motivated in part by Adkison's desire for contracts with "more equitable terms."

Thanks to royalties, Adkison said, some artists "collected \$200,000 a year" for work completed back in 1993.

"The problem with paying artists a royalty is the implication that only their input is creative," Adkison said, "but the contributions of editors, managers and graphic artists are also creative."

The pay inequity, Adkison said, was bad for the morale of many WotC employees. "Some artists were getting...a higher rate than I was getting, than others were getting working 10 or 12 hours a day... It's difficult to say this is fair."

The new contracts also reserve all artwork rights for the company. Previously, artists could reproduce their *Magic* illustrations if they didn't compete with WotC's product line.

The new contract terms, of course, don't apply to

cards created under previous agreements. However, WotC has sought to revise old contracts, eliminating artist royalties and copyrights, according to Beard and Alexander.

Alexander said that at a meeting this spring, artists who refused to give up royalties and copyrights were told "the cold fact of life is we'll have to pull your stuff out of the game." That would effectively end royalties.

"I would hope that no strong-arm tactics were used," Adkison said, adding that he wasn't personally involved in negotiations.

For Alexander, the cut in income isn't as bad as the loss of copyright. "To waive the last three years of my work would really rub me the wrong way. It's an ethics issue, a pill I can't swallow, and I refuse to work with them," he said.

But Adkison insisted that exclusive copyrights would allow WotC to develop *Magic* in other media. It would also eliminate the cumbersome "administrative nightmare" in which WotC must seek permission from each artist to reproduce their illustrations.

Some artists, like Mark Tedin, said they understood WotC's business considerations and would continue to work with the company.

But others decried the changes. "Artists made a bunch of sacrifices in the beginning," Maddocks said. "Now they're cutting us out. But I'm not going to grovel and beg."

Internet *Magic* circles are abuzz about the contract dispute, but no one is sure how the departing artists or other changes will affect the game or fan support.

Adkison said that *Magic* will remain fresh by changing and evolving, which is what creator Richard Garfield meant it to do. But Maddocks feels creativity will suffer.

"There'll be a drop in truly original ideas," he predicted. "The art will lack soul and character."

—Jonathan Sher

INSIDE



MicroProse *Magic* preview! Page 16.



New "Star Trek" movie! Page 17.



New *Netrunner* expansion! Page 20.

PLUS:

- MCI sponsors *Magic* Pro Tour
- *X-Files* moves, *Red Zone* suspended
- "Kindred" TV show canceled

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NEWS BITES

Geez pal, you really oughta have that looked at.

- Wizards of the Coast's **BattleTech CCG**, expected in November, will be set between 3050 and 3052, when the Clans were introduced. More than 300 cards based on the FASA game of robot combat will be sold in 60-card starter decks and 15-card booster packs with retail prices of roughly \$9 and \$3.

To subscribe to the **BattleTech mailing list**, e-mail listserv@oracle.wizards.com with the message "Subscribe BattleTech" and your real name.

WotC is assembling its **1996-97 Magic: The Gathering Pro Tour** season schedule. It'll start with a \$205,000 Pro Tour event at the Atlanta Market Center Sept. 13-15. A \$250,000 event will follow in Dallas in November 1996. Los Angeles, Europe and New York Pro Tours will be held in 1997. The world championships are slated for Seattle.

- Pro Tour prodigy Preston Poulter's push to democratize the creation of new *Magic* sets and tournament rules has taken the form of a fledgling **Magic: The Gathering Players Association**. For more information, e-mail majordomo@ifersys.com with no subject and the message "subscribe mtgpa."

- Paramount Pictures is gearing up for "**Star Trek**"'s **30th anniversary** with a deluge of merchandise. Highlights include the "Star Trek" Barbie and Ken dolls gift set, a variety of hockey jerseys and work shirts and a talking *Enterprise* tree ornament. The promotions will culminate with the release of "Star Trek: First Contact." (See "Star Trek: First Contact" for more on the eighth "Star Trek" movie.) The first episode of the original "Star Trek" series, starring William Shatner as Capt. James T. Kirk and Leonard Nimoy as Mr. Spock, was broadcast by NBC on Sept. 8, 1966.

Paramount is also planning a "**Star Trek**" fan event for Sept. 7-8, 1996, in Huntsville, Ala., home of several important NASA efforts. The event will showcase several celebrities, real astronauts and an enormous "Star Trek" store.

- Robert Heinlein's classic science fiction novel **Starship Troopers** is being filmed by director Paul Verhoeven ("Total Recall," "RoboCop") for a summer 1997 release from TriStar Pictures.

"**Lost in Space**" will be revived on the big screen next year by New Line Cinema.

New Line's "**Freddy vs. Jason**" will exhume the murderous antagonists of the popular "Nightmare on Elm Street" and "Friday the 13th" horror film series.

Tommy Lee Jones ("The Fugitive," "Batman Forever") and Will Smith ("Independence Day") are filming "**Men in Black**" for summer '97. Barry Sonnenfeld ("The Addams Family") is directing the science fiction actioner for Columbia Pictures and Steven Spielberg's Amblin Entertainment.

Salvage spaceship, black hole, mysterious survivor, mutant monster—it's all part of United Artists' "**Supernova**," expected in '97.

"**Stargate**" will debut as a syndicated TV series late next year. It'll re-unite the heroes of the hit 1994 science fiction flick.

- Paul M. Sammon's *Future Noir: The Making of "Blade Runner"*, available now from HarperPrism, is a behind the scenes look at the classic protocyberpunk science fiction film.

Fiction fans should check out Michael P. Kube-McDowell's **Star Wars: Shield of Lies**, from "The Black Fleet Crisis" trilogy, in August.

- Gen Con attendees taking part in the **Wyvern world championship** will be battling for a grand prize of \$1,500.

- Daedalus Entertainment is holding its **North American Shadowfist Championship** at Gen Con (don't check the program—it's not listed!). If you finish in the top quarter of the qualifying tourney on Saturday you're eligible for Monday's championship.

There are several ways to get **Shadowfist promo cards**, including dropping by Daedalus' Gen Con booth, entering the *Shadowfist/Feng Shui* fan

Continued on page 17

Magic CD-ROM Loses Programmer, Gains Rival

As MicroProse began distributing test versions of its long-delayed *Magic: The Gathering* computer game (see "Magic: The Prebeta Test," below) the company learned of the forthcoming departure of a key employee and the arrival of a new rival.

MicroProse co-founder Sid Meier and two other ex-MicroProse employees are starting Firaxis Software.

Firaxis' avowed focus is on an artistic, not corporate environment—the company plans to hire no more than 20 employees and make musicians, designers and artists true partners in product design. But Firaxis' biggest asset is clearly Meier, whose awesome track record includes hit games like *Civilization* and *Railroad Tycoon*.

What's not clear is Meier's current involvement with the *Magic* game, which he joined after MicroProse fired the first programming team. *Magic* developer David Etheredge insisted Meier was committed to the project, while Firaxis stated that Meier was negotiating with MicroProse to finish working on the *Magic* game as a consultant.

The new rival is Acclaim, publisher of the *Magic* comic books, which in May purchased the rights to develop software based on Wizards of the Coast's hit collectible card game. Unlike MicroProse, Acclaim won't computerize the card game but will program a new strategy game based on *Magic*'s characters and cards.

Players will get an overhead view of monsters attacking one another in Acclaim's effort, due December. Prodigal Sorcerers will ping from afar, Giant Spiders will prowl the landscape and cards from *Mirage* will populate the game. Up to four players will be able to compete directly, and "decks" (really monster armies) can be used and re-used.

Acclaim also hopes to release an arcade version in '97.

—Rick Moscatello

SPECIAL PREVIEW

Magic: The Prebeta Test

The MicroProse *Magic* CD-ROM was released in "prebeta" form to the media in mid-July. After installing the software and finding 190 megabytes of digitized, albeit grainy, *Magic* illustrations, I was looking forward to the game.

The best way to play is in quest mode. When you meet an enemy, you can duel it, bribe it or answer an easy *Magic* trivia question.

The decks are preprogrammed, all from the death-by-creatures school. The computer AI is best described by a few samples:

After attacking with a Brass Man, the computer enchants it with *Immolation*. And then enchants it with a second *Immolation*, lowering its toughness to -1. The computer casts *Hurricane* with an X of four. I lose four life, it loses nothing. Good thing, too—it was down to two life.

After casting *Wrath of God*, the computer just lets its two *Mishra's Factories* sit there. In fact, it never uses them, eventually allowing my *Scathe Zombies* to win the game.

Granted, *Magic* is an extremely complex game, so even a mediocre computer opponent is tough to program. While MicroProse has a good start, fixing the game's problems this year—it's due in the fall—will be tough.

The game will feature only cards from the Fourth Edition, 24 powerful out-of-prints (like *Moxes* and *Berserk*) and 12 cards from a so-called "Astral" expansion. There are no plans to print Astral cards—their randomly determined powers wouldn't work well outside of a computer environment.

When it comes out, MicroProse's \$60 *Magic* CD-ROM will be for Windows 95 only.

—Rick Moscatello



"Star Trek: First Contact"

"Star Trek: First Contact," the eighth film in Paramount's lucrative franchise, is due this Thanksgiving. Prepare to be assimilated. Or swamped with merchandising, whichever comes first.

"First Contact" is the second film to star the cast of the "Star Trek: The Next Generation" television series. Its release will coincide with the 30th anniversary of the birth of the "Star Trek" Universe (see "News Bites").

While 1994's "Star Trek: Generations" movie brought *Enterprise* Capt. Jean-Luc Picard (Patrick Stewart) face-to-face with his predecessor, Capt. Kirk, "First Contact" leaves the old crew behind.

Although Paramount refused to offer or confirm details, numerous sources say the new movie features the return of the Federation's greatest threat, the Borg, as well as a new U.S.S. *Enterprise*, new uniforms, time travel, new unvisored eyes for Geordi La Forge and love interests for both Capt. Jean-Luc Picard and Commander Data, the endearing android. Data is also said to die in the film.

According to the synopsis, the *Enterprise* must travel back in time to stop the Borg from killing Zefram Cochrane, the creator of warp drive, the faster-than-light technology that allows humanoids to explore the universe. (By keeping humans on Earth, the Borg would be able to conquer the planet easily.) Cochrane is played by James Cromwell, who received a best supporting actor Oscar nomination this year for his role in "Babe."

Fans of "Star Trek" spin-off TV programs are in for a treat as both Cmdr. Worf from "Deep Space Nine" and the emergency holographic doctor from "Voyager" (Robert Picardo) will also appear.

Emmy Award-winning actress Alfre Woodard appears opposite Stewart as Lily Sloane, the woman who wins Capt. Picard's heart while helping him save Cochrane from the Borg.

"First Contact" is directed by Jonathan Frakes, who also stars as Cmdr. William Riker, the ship's first officer. Frakes has directed several "Star Trek" TV episodes.

—Anthony Duignan-Cabrera

MCI Sponsors Magic Pro Tour

Long-distance phone company MCI has become a sponsor for the 1996 *Magic: The Gathering* Pro Tour.

Lisa Stevens, the vice president of events marketing at *Magic* publisher Wizards of the Coast, said the deal will provide more funds for events and help to legitimize the tour. "All sports have sponsors," Stevens said. "Magic has now reached the level of a competitive sport."

While WotC officials were reluctant to disclose terms of the sponsorship, banners at Origins in Columbus, Ohio, the site of both Pro Tour III and the U.S. *Magic* championships, showed prepaid MCI phone cards with *Magic* art.

The *Magic* Pro Tour is a six-city, \$1 million circuit in 1996 that Wizards of the Coast hopes will promote *Magic: The Gathering* as an intellectual sport. The next event will be the 1996 *Magic* World Championship in Seattle Aug. 15-18, with a \$200,000 total payout. (The results of the U.S. championships and Pro Tour III are on pages 74 and 76, respectively. The 1996-97 *Magic* Pro Tour schedule is in "News Bites.")

"The deal shows that the Pro Tour is a big enough deal that a major company is willing to sponsor it because they know it's a great way to reach new customers," Stevens said.

—David Borak



NEWS BITES

Continued from page 16

fiction contest ("News Bites," "IQ News," *InQuest* #17), beating *Shadowfist* co-designer Jose Garcia in a game, attending local *Shadowfist* events or redeeming the coupon in the *Shadowfist* players guide.

Daedalus is seeking enthusiasts for its *Shadowfist Stunt Crew*. The Stunt Crew will be responsible for demonstrating Daedalus products and running officially sponsored tournaments. Contact Nathan Doster at ndoster@halcyon.com for further information.

• Chaosium will send create-your-own-adventure *Mythos* cards to anyone who sends a self-addressed stamped envelope to 950-A 56th St., Oakland, CA 94608.

The *Mythos* boxed set, due in October, will feature two customized decks with new cards for the Lovecraftian CCG. A stand-alone expansion, *Dreamlands*, is slated for December and will coincide with a *Call of Cthulhu* tie-in book.

Live-action *Cthulhu* roleplaying and fiction releases are due from Chaosium in September. Future products will include New Orleans and San Francisco guidebooks for *Call of Cthulhu*.

The Art of Playing Mythos players guide is available in game stores now.

At press time Chaosium was hinting that it had acquired two new "major" CCG licenses.

• Pioneer videocassettes and laserdiscs will come with chase cards for *Ani-Mayhem*. Washu's Space/Time Converter will only appear with the "Tenchi Muyo in Love" video.

Tell Pioneer Entertainment what you'd like to see in the first *Ani-Mayhem* expansion by e-mailing panime@primenet.com.

• *Ars Magica*'s fourth edition is tentatively scheduled for October. Atlas Games, which picked up the RPG from Wizards of the Coast, also plans an adventure supplement and other

goodies for late '96.

The reception of *Lunch Money* ("On Deck," *InQuest* #16) pleased Atlas to no end. The game sold out in a matter of weeks and was being reprinted at press time.

• More than 50 Keith Parkinson paintings are featured in FPG's *Knightsbridge: The Art of Keith Parkinson*, a 128-page book due in September. It'll include *Guardians* cards and covers for Terry Brooks, David Eddings and Robert Jordan.

FPG's Best of Dave Dorman Chromium Fantasy Art Trading Cards showcases 90 illustrations for comics, movies and other media. Randomly inserted HoloChrome chase cards highlight this September set.

Collected Works: Boris Vallejo is due from FPG in November.

• TSR has signed a deal for a line of new action toys for boys but is withholding details until the line is designed. The company is also pursuing movie and animated TV series deals.

• Decipher has started play-testing *The Empire Strikes Back: Hoth*, the 162-card second expansion for its *Star Wars* CCG. A 100-million-card worldwide printing is planned. For Rick Swan's look at how *Star Wars* cards are made, turn to page 54.

Actor David Prowse—Darth Vader from "Star Wars"—was on board for the waterborne *Star Wars: A New Hope* launch party in Norfolk, Va. Prowse reminisced about speaking Vader's lines for all three films despite being muffled by the helmet. Upon returning to America, George Lucas remedied "Star Wars" lack of black actors by dubbing in James Earl Jones' rumbling bass for the Dark Lord of the Sith.

Parker Bros. hasn't purchased Decipher; it merely obtained permission to distribute the *Star Wars: Customizable Card Game* Introductory Two-Player Game.

• September's DC Comics-based *OverPower* set will introduce a new mechanic in the form of the ally card.

• When *Fantasy Adventures* arrives at the *ImaginNation Network* this fall, subscribers will be able to take on fellow computer gamers.

Mayfair Games' newest board games, available now, are based on German products: *Modern Art*, *Manhattan*, *Streetcar* and *The Settlers of Catan*.

Continued on page 20

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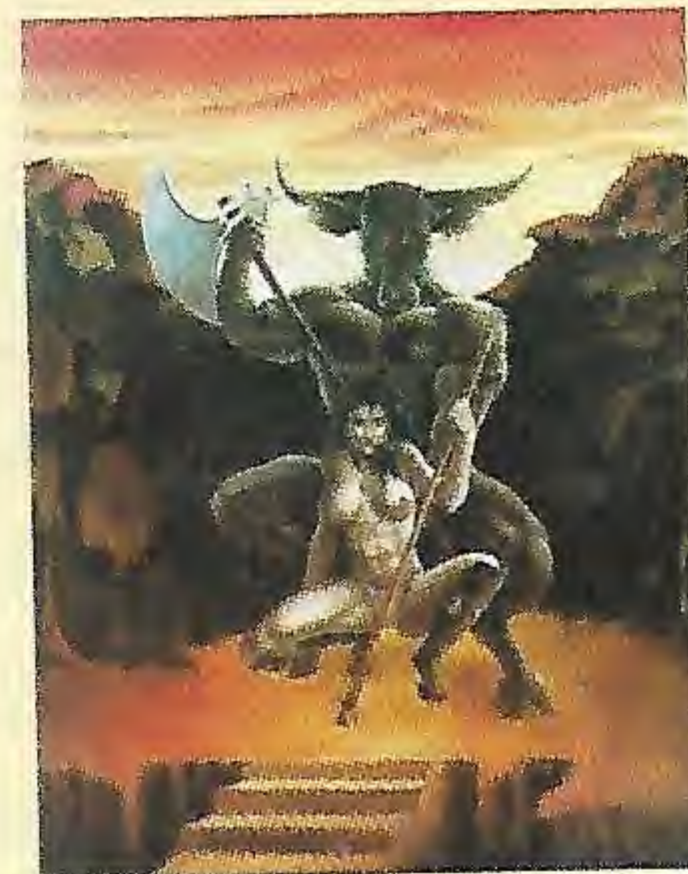
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NEWS BITES

Continued from page 17

CONVENTION NEWS

Origins

• "I was really impressed with Origins," said Wizards of the Coast game guru **Richard Garfield**. He was pleased by the attendance of two game design panels he appeared on but said that the show had "too much to fit into one place. With the Pro Tour and Nationals, there's not enough full tournament time for both." (Turn to page 74 for *Magic* national championship results and page 76 for Pro Tour III coverage.)

Magic's creator also had high praise for the **Columbus Convention Center** where the July 4-7 show was held. Andon, the WotC-owned company that runs Origins, has tentatively scheduled the convention's 23rd annual installment for the same site during next year's July 4 weekend.

• WotC introduced its **Arena League** for *Magic* ("WotC Launches Nationwide Magic League," *InQuest* News, *InQuest* #15). Arena marketer **Andy Collins** said over 200 enthusiasts participated. The league will debut in August in Albuquerque, Atlanta, Boston, Chicago, Dallas, Los Angeles, New York, Philadelphia, San Francisco and Seattle.

• **WotC's booth** included costumed mannequins, "gunslinging" *Magic* champions, a MicroProse *Magic* demo (see "Magic A Prebeta Test," page 16) and a video setup that showed players' games on a TV screen.

• The 1996 **Wyvern national**

championships were held at Origins. The finalists for the sealed deck championship were a father and son, **David Miller Jr.** and **David Miller III** from Bloomington, Ind. The son won. The tournament deck championship match between **Harald Henning** and **Ralph Anderson** was postponed until July 20. Both titleholders will get \$1,000 and a free trip to Gen Con to compete in the world championships.

Dragon*Con

• The star of **Dragon*Con/Atlanta Comics Expo** was probably *Sandman* comic book writer **Neil Gaiman**.

• "**The Crow: City of Angels**," due in August, was previewed at the show. **Vincent Perez**, who replaces the late **Brandon Lee** in the title role, was on hand to answer questions about the film.

• **Spotted at Dragon*Con:** Darth Vader's helmet and cape atop a paunchy man in Elvis-style white suit with sparkling red sequins... A 6-foot-tall, er, leprechaun?... **Catwoman** (here **Kitty**)... A man in Scottish dress (uh, kilt) with actual bagpipes... A burly armored Klingon leading a slip of a woman in green skin paint and gold sash... A skinny white guy in basketball star **Michael Jordan's** No. 45 jersey.

New Netrunner Expansion

The first expansion set for Wizards of the Coast's *Netrunner* collectible card game, *Proteus*, is due September 1996.

The new set introduces game play elements thought too advanced for the core set and emphasizes cards that transform either themselves or the play environment.

Proteus will feature cards for both corporation and netrunner that can change their keywords on the fly. In addition, the netrunner will get "hidden resources,"

which, like certain corporation cards, may be played face-down until they're used. There are also runner cards that give the corporate player bad publicity. Enough bad publicity can drive the corporation out of business, flatlining him.

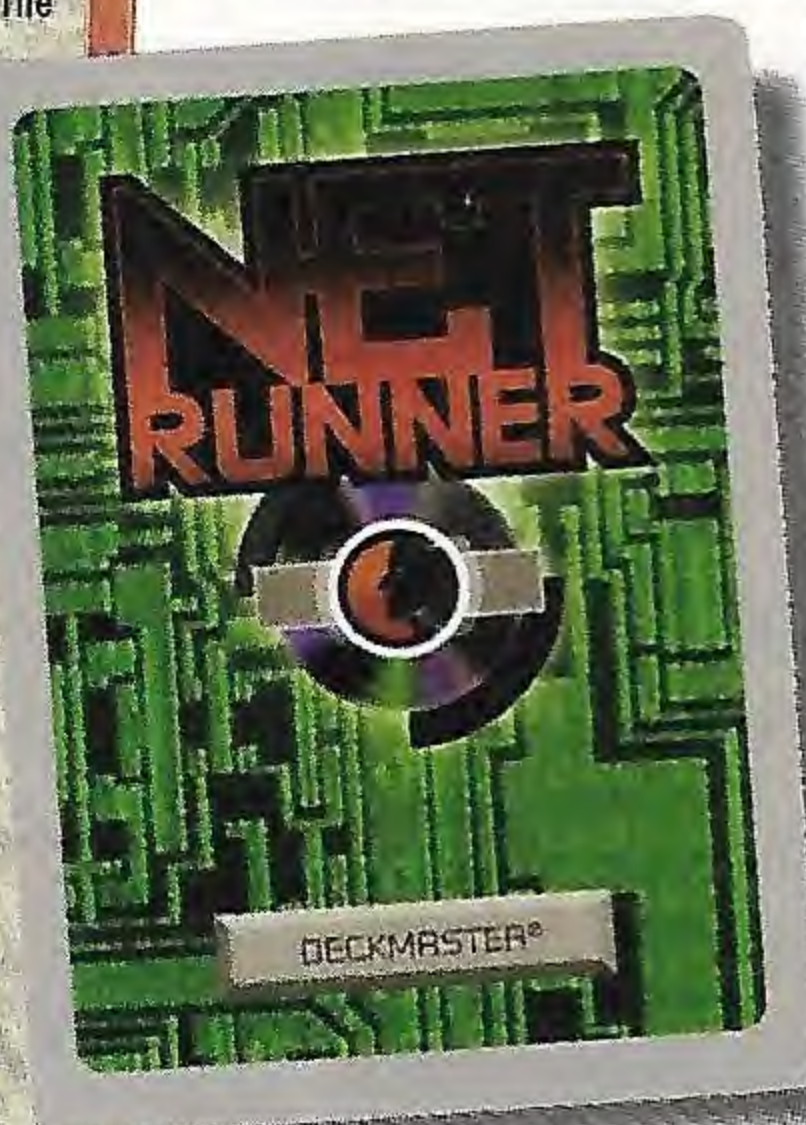
Despite this increase in power for the netrunner, WotC says that *Proteus* isn't an attempt to fix any perceived imbalance in the game;

both sides will find useful new tools. **Bob Kruger**, the editor for *Netrunner*, says that corporate players buying *Proteus* will discover "the agenda to beat all agendas."

In addition to work from noted card artists like **Mark Tedin**, **Doug Chaffee** and **Rick Berry**, *Proteus* will also feature art from **Moebius**, perhaps best known for his work on **Marvel Comics' Silver Surfer**.

Proteus was developed and designed by **Jim Lin**, **Tom Wylie** and **Richard Garfield**. It will be available in 15-card boosters at \$2.95 each.

—Jason Schneiderman



X-Files Moves; Red Zone, Top of the Order Suspended

The *X-Files* collectible card game has moved from **Donruss** to **The United States Playing Card Co.** and *Red Zone* and *Top of the Order* are in limbo thanks to some corporate shuffling.

All this is fallout from **Pinnacle's** purchase of **Donruss** ("News Bites," *"IQ News," InQuest* #16).

Bob Markese, a USPC sales manager, said that *The X-Files* would be slightly delayed, shipping to distributors in early September rather than mid-August. The CCG is still the design

brainchild of **NXT Games** and will be very similar to the version previewed at the **GAMA Game Fair** in March 1996. (See "Unmasking 'The X-Files,'" *InQuest* #16, for a preview.)

USPC logos will replace **Donruss'** on card backs and some icons were added to card fronts. The adjustments were described as minor.

As for *Red Zone* and *Top of the Order*, **NXT** and **USPC** are working together to negotiate rights from the **National Football League** and **Major League Baseball**, respectively, for 1997 editions of the games. **NXT** President **Duncan Macdonell** says that, unfortunately, the 1996 versions—currently just files on **NXT Games** computers—will probably never see print.

—Lester Smith

"Kindred" Canceled

What do San Francisco gangster vampires have to fear? Not crosses or garlic—apparently, their worst enemy is low ratings.

Starring C. Thomas Howell, Mark Frankel and Stacy Haiduk, "Kindred: The Embraced" debuted on the Fox TV network in April, but only seven episodes aired. (One episode wasn't broadcast; two scripts went unfiled.)



Mark Frankel (left) and C. Thomas Howell

The lavish prime time horror drama, produced by Spelling Entertainment and based on White Wolf's *Vampire: The Masquerade* role-playing game, is "not a part of Fox's fall schedule," the network said.

However, a source at Spelling said that, much like its vampire characters, the show isn't quite dead. At press time, the USA Network was considering "Kindred." Showtime has already passed on it.

"It's mostly a finan-

cial question," the source said, "because cable networks pay less in license fees than broadcast networks do. 'Kindred' is more expensive to produce than an average one-hour drama, mostly because of the special effects work and the fact that we had some top name actors.

"We were very proud of the show; it was a departure from the traditional one-hour dramas we had produced before, like 'Beverly Hills 90210' and 'Melrose Place,' but Fox has other programming priorities."

White Wolf Director of Games Marketing Greg Fountain called fan reaction to the show "very positive."

"People at conventions and online have been asking where to write to keep 'Kindred' going," he added. "They can go online to the 'Kindred' Web site—<http://www.kindredemb.com>—and e-mail Fox to support the show."

With enough fan support, the sun might not set—er, rise—on "Kindred."



Stacy Haiduk

—Drew Bittner

TCG to Re-build Towers in Time

Thunder Castle Game's *Towers in Time* has gone on hiatus. According to President Mike Sager, "It's not a dead product. We've decided to redesign the game, making it simpler in the process."

"Initial reaction to *Towers in Time* showed that players really liked the concept but were frustrated by its complexity and rules. Comparing *Towers in Time* to other CCGs is like comparing chess to checkers as far as depth and difficulty go. We aim to remedy that." Sager added that the rules would range from easy-to-use beginner rules to advanced rules.

The game will be repackaged and aimed for an even broader market. "The \$19.95 boxed set will contain 150 cards and be supported by expansion sets. It will be a stand-alone game for two players; if you buy two sets, four players can go at it. You won't have to collect cards to play the game," Sager said.

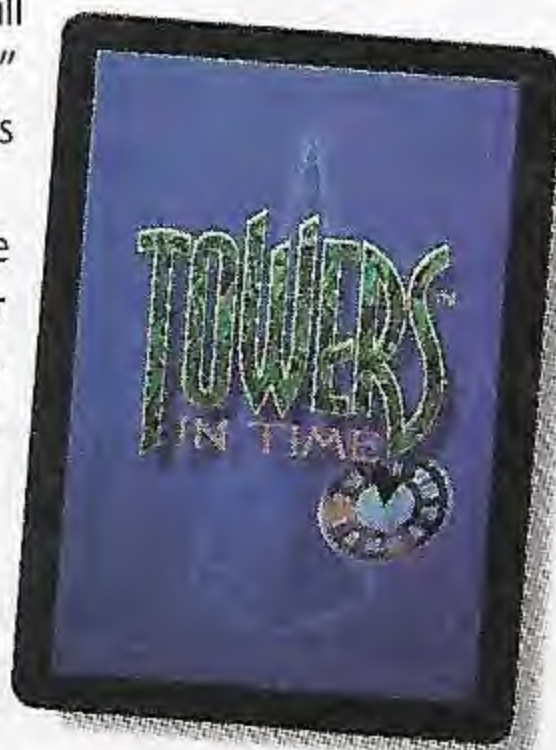
"Another nice thing that we believe gamers will appreciate is that your current *Towers in Time* cards will be usable with the boxed game." Sager noted that *Towers in Time* cards were available at discount.

While no official re-release date has been set for *Towers in Time*, Sager said that *The Greeks*, the never-released first expansion, would appear after the boxed set.

Chris Chorok, manager of Bad Guy Comics, said that *Towers in Time*'s strong initial sales disappeared quickly. "The truth was no one could figure out how to play the game."

While no official release date has been set for the *Towers in Time* boxed game, the company hopes to release it in both hobby and retail outlets.

—Jim Trunzo



MAGIC UPDATES



RULING: When abilities that don't require tapping in their activation costs are used multiple times, each effect must now be resolved independently.

This difference is most apparent with *Pestilence*. Prior to the change, if you had two black mana available, you could use *Pestilence* in three different ways.

Two of those methods are still legal: You can activate *Pestilence* for one point of damage, let the damage resolve and then activate it again, which means *Circle of Protection: Black* must be activated twice to protect from damage and *Drudge Skeletons* must be regenerated twice.

Alternately, you can activate *Pestilence* for one point and then activate it again in response to the first use. This still requires two *COP: Black* activations, but the *Drudge Skeletons* would only need to regenerate once.

However, the new ruling outlaws activating *Pestilence* twice with one payment of two black mana, which in the past required only one use of *COP: Black*.

Tom Wylie of WatC R&D said that the change would have been made in the *Mirage* rules; this ruling just moved it up by a few months. "Maintaining *Pestilence/COP: Black* and its kin can't possibly be worth all of the various questions and confusions resulting from the pumpable rule and odd abilities like *Elemental Augury*," Wylie said.

The alternative to issuing the change now, he added, would have been issuing errata to six *Alliances* cards.

—Beth Moursund

CARS, STARS 'N' CROW

Renowned wargame maker SSI plans to make its mark in the action game genre with *Necrodome* (August, \$59). Not just another *Car Wars*/*Mad Max* clone, this "drive around in a car and blow up other cars" game has some nice bonuses. When your car dies, you might well survive (although being on foot when everybody else has an armed vehicle is a recipe for disaster). Even better, this game will have a cooperative mode in which one player drives and the other operates the turret.

Blue Byte Entertainment plans an August release for *Albion*, an adventure game set in a fantastic world. Starting on a spaceship and ending on a fantasy world, you'll get to match your blaster against magical spells in a turn-based roleplaying game for Windows 95.

Nintendo, Sega and SNES gamers willing to spend \$2.95 a month for unlimited access to other joystick jockeys should check out Catapult Entertainment's XBAND. This multiplayer gaming network offers tournaments, chat modes, clubs and rankings of players around the nation. Although a PC version is still in testing, Catapult has contracts to guarantee the compatibility of its software with *DOOM*, *Hexen*, *Hard-Ball*, *Locus* and other games. If you want more info—or own a PC with a 9,600-baud or faster modem, have Internet access and want to become a beta tester—check out <http://www.xband.com>.

Spectrum HoloByte will release all future titles under the MicroProse brand name. This is a good move, as MicroProse has so much respect in the gaming industry, despite a few fiascos, that many gamers will buy a program just because "MicroProse" is stamped on its cover.

Sony PlayStation owners should look for Spectrum HoloByte's latest PC "port," *Top Gun: Fire at Will* (out now, \$45)—this is one of the first titles around to take advantage of the superior full motion video on the PlayStation.

New World Computing's *Chaos Overlords*

(out now for Mac and Windows 95, \$49), a spiffy little game where you take over a city, fills the gaping niche in network capable games that don't look at least an eensy bit like *DOOM*. You hire gangs of mutants, aliens and outright scum to conquer a futuristic (albeit perfectly square) city. You can supply your goons with boom boxes, katanas and fusion weaponry. Once you're tired of trash-



TOP: Catapult Entertainment's XBAND
ABOVE: Acclaim's *The Crow: City of Angels* video game

ing the adequate computer AI, you can play up to five other people in a net game.

The Crow: City of Angels should be out from Acclaim in October (\$59). Based loosely on the movie (which was in postproduction at press time and is due in August), *The Crow* is a 3-D adventure/fighting game in an interactive environment. Expect more puzzles than usual for a fighting game.

—Rick Moscatello

See page 16 for a *Magic* computer game update and preview!

PLUGGED IN

SOFTWARE! GET YER SOFTWARE HERE!

There's so much freeware and shareware software popping up every day, it's hard to keep track of it. Sprig's CCG Warehouse has a terrific resource for gaming software at <http://www.itis.com:80/other-games/software.html>. It's set up alphabetically, so things are really easy to find.

Sprig's also links to the hugely popular *Hordes* software, which I recommend for *Magic* players. Get it at <http://www.cis.ufl.edu/~dsy/hordes.html>.

THE LEGEND CONTINUES

As *Legend of the Five Rings* continues to grow, cool fan pages pop up as well. One of our favorites can be found at <http://www.zzz.iipo.gtepsc.com/jwa/15r/>. This page is loaded with plenty of useful pictures and information.

The page also links to a *Book of Five Rings* (*Go Rin No Sho*) page (<http://www.samurai.com/5rings/>), where you can actually read a translated version of the book.

For the official Alderac Entertainment page, go to <http://www.isomedia.com/homes/aeg/15r.html>. It features a complete card list, rules and "Fiction from Rokugan."

FASA

Online veterans know all too well that most Web pages are full of fluff and empty promises. FASA's Web page (<http://www.FASA.com>) bucks the trend by offering real content.

Sure, it has plenty of standard stuff like lists and FAQs. But it adds a really cool wrinkle to online marketing by putting complete chapters to upcoming novels, including *Earthdawn: Lost Kaer* by Nigel Findley, *BattleTech: Operation Excalibur* by William H. Keith Jr. and *Shadowrun: Dead Air* by Jak Koke. Forget teasers—you get to read part of the book before you buy it!

—Buddy Scalera (WizardTGTC@aol.com)



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KILLER DECKS

THE BEST IN TOURNAMENT-LEVEL MAGIC DECKS

It's Back!

By Rich Lipman

What's back you ask? Old-fashioned landkill, that's what! Let us journey back to two years ago. In mid-'94 tournaments—before anybody played white and before landkill meant Armageddon—landkill was a viable and nasty type of deck. People would load up with Sinkholes, Ice Storms and even a Stone Rain or four. Together with Shatter—or even Shatterstorm for the Moxes—these decks would attempt to wipe out the other player with Black Visas and even, gasp, Instill Energied-Demonic Hordes!

Now in 1996, the challenges are different. Sinkholes and Ice Storms have been replaced by Icequakes and Thermokarsts. Demonic Hordes has been replaced by the worthless Minion of Leshrac, and Stone Rain is umm...still Stone Rain. So let's see if we can make an *Alliances/Ice Age* killer landkill deck.

The first ingredient in our landkill deck is—come on, you can guess it—yep, landkill! Stone Rains, Thermokarsts and Pillages. Pillages will serve double duty by providing some artifactkill as well.

To back up our landkill, we'll use a couple of Forgotten Lores. The great thing about Forgotten Lore is its versatility. Early in the game when we don't have mana, what's likely to be in our graveyard? Yep, some used landkill spells. It's always a hoot to let your opponent decide which one you can have back. "Hey, Pal—you want your swamp there to be Pillaged, 'Karsted or Rained?" Later in the game when you have some green mana available, you can hold off till he picks exactly what you need.

Of course, Incinerates are a *must* for any red deck to provide some creature and/or opponent elimination. Another staple card for red/green is the insanely versatile Stormbind. Since this deck doesn't require a ton of land to work, you can hold back a few to pitch at your opponent (or his creatures)

late in the game. Other musts are a Zuran Orb, an Essence Filter for enchantments (and because I'm paranoid) and, of course, a Lava Burst in case you want to blast away something large and annoying (the person you are playing probably fits that description).



Remember: When playing an Elvish Ranger, use the one with the good art.

Next, we need a way to speed up the deck in order to make sure that by the time you start killing his land, he's not summoning Seraphs or Minions of Leshracs. The three best mana producers available are Sol Grails, Jeweled Amulets and Fyndhorn Elves. Since we have better things to do at three mana than cast a Sol Grail (like maybe landkill!) we'll toss that one out. If we use Amulets, we have to recharge them

LANDKILL LIGHTNING

SPELLS

RED

3 Incinerates

1 Lava Burst

4 Pillages

4 Stone Rains

GREEN

1 Essence Filter

2 Forgotten Lores

4 Thermokarsts

GOLD

2 Stormbinds

CREATURES

RED

4 Balduvian Hordes

2 Rogue Skycaptains

GREEN

1 Elvish Ranger

4 Fyndhorn Elves

1 Johtull Wurm

2 Yavimaya Ants

ARTIFACTS

1 Icy Manipulator

1 Phyrexian Portal

1 Zuran Orb

LANDS

10 Forests

4 Karplusan Forests

10 Mountains

SIDEBOARD

4 Anarchies

2 Burnouts

1 Essence Filter

2 Jokulhaupses

1 Monsoon

2 Nature's Wraths

3 Pyroblasts





Skip the upkeep and give your opponent the bird. So to speak.

and use counters—too annoying. If we use Elves, we can't use Pyroclasms which is a really cool spell, but we *can* use the Elves to whack our opponent (which is a good thing). You can't whack your opponent with Jeweled Amulets, so Elves it is!

Now's the fun part of the deck—putting in insane creatures.

Alliances just bestowed on red some really big, nasty creatures. Four Balduvian Hordes seem to fit in just about any deck, 'cause they're big and cheap. A couple of Rogue Skycaptains also seems to fit the deck. In theory, you should have lots more mana than your opponent, so you should be able to keep the Skycaptain happy for a heck of a lot longer than he can. A Yavamaya Ant or two plus a Johtull Wurm and an Elvish Ranger (with the good picture) should be enough to make sure you don't get totally stuffed by a COP: Red.

We've got two card slots left, so what should we include? The first is an Icy Manipulator in case our victim does manage to get something out. This can also be used on their land (during upkeep) so they can't use it to cast sorceries or summons. For the last card, how about something that lets us draw cards? That means it must be either an Elkin Bottle or a Phyrexian Portal. Since this is *InQuest*, we can't very well use the Bottle, so the Portal it is.

The Portal is a very nice *Alliances* card but you can't use it every turn since it'll thin out your deck too much. Most times you will be gaining a very good card with it at the cost of putting five cards out of play (unless your opponent gets funky and starts making uneven piles). However, it should net you three to five pretty fine cards before you have to stop using it, and that should be plenty to help you kill your opponent.

For the Sideboard, we'll put in some cool color hosers and take out an Elf or two, and maybe a Skycaptain or Ant. Three Pyroblasts, two Burnouts and a Monsoon should hurt a blue player. Four Anarchies should keep white in its place. Two Nature's Wraths should keep black (or blue) in its place. Lastly, if things get out of hand, we have two Jokulhaups and one more Essence Filter.

To play this deck, remember to use the Stone Rains and Thermokarsts first because the Pillages serve double duty. Also, if you have a choice early on of landkill or a creature, you almost always want to landkill to keep your opponent's creatures from getting out of the starting gate.

Hurrah! Landkill is back! Now if they only didn't make that stupid Loadstone Bauble...

N.Y.-based Rich Lipman is still out there looking for the "good picture."

THEME DECKS

THE NON-KILLER DECK

TAROT: The Gathering

In the sixteenth century, there was another game based on magic cards—they called it Tarot. Today, we use those cards to divine the future. Is there a tournament victory in the cards for you?

THE MAJOR ARCANA

- 1 Chaos Harlequin (The Fool)
- 1 Wandering Mage (The Magician)
- 1 Willow Priestess (The High Priestess)
- 1 Lady of the Mountain (The Empress)
- 1 Lord of Tresserhorn (The Emperor)
- 1 Preacher (The Hierophant)
- 1 Taste of Paradise (The Lovers)
- 1 War Chariot (The Chariot)
- 1 Surge of Strength (Strength)
- 1 Uncle Istvan (The Hermit)
- 1 Wheel of Fortune (Wheel of Fortune)
- 1 Justice (Justice)
- 1 Havenwood Battleground (The Hanged Man)
- 1 Touch of Death (Death)
- 1 Truce (Temperance)
- 1 Lord of the Pit (The Devil)
- 1 Ivory Tower (The Tower)
- 1 North Star (The Star)
- 1 Blood Moon (The Moon)
- 1 Sol Ring (The Sun)
- 1 Balance (Judgement)
- 1 Concordant Crossroads (The World)

THE COURT CARDS

- Kings 2 Goblin Kings
2 King Suleimans
- Queens 2 Pixie Queens
2 Sorceress Queens
- Knights 2 Black Knights
2 White Knights
- Pages 2 Squires
2 Errands of Duty

THE MINOR ARCANA

- Wands 1 Wand of Ith
1 Disrupting Scepter
1 Despot's Scepter
1 Staff of Zegon
1 Staff of the Ages

- Cups 1 Draconian Cylinx
1 Golgothian Sylex
1 Ashnod's Cylinx
1 Urza's Chalice
1 Sol Grail
- Swords 1 Celestial Sword
1 Runesword
1 Sword of the Ages
1 Zelyon Sword
1 Life Chisel
- Pentacles 1 Pentagram of the Ages
1 Tablet of Epityr
1 Conservator
1 Nevinyrral's Disk
1 Unholy Strength (revised)

DIVINING AIDS

- 4 Cities of Brass
 - 4 Forests
 - 1 Island
 - 5 Mountains
 - 7 Plains
 - 7 Swamps
- Jason Schneiderman, Soothsayer



THIS AIN'T AS EASY AS IT LOOKS, FOLKS.

KILLER DECKS II

THE BEST IN TOURNAMENT-LEVEL DECKS

RAGE

By Justin Achilli

He who hesitates is lost. *Rage* is a game that moves so quickly that you may find yourself left in the dust if you don't take the bull by the horns (or the wolf by the ears, as the case may be). The Group Therapy deck is a tournament winner, designed to step in, kick ass and let the janitor clean up afterward.

The crux of this deck is the victory point spread offered by its big enemy, the Pentex Refinery. The Garou involved don't care about what the Refinery does; they simply know that its lease is about to expire and they're ready to wreck the joint. However, this deck's not a one-trick pony; it can definitely hold its own if forced to wait for the refinery to appear.

The important thing to keep in mind when playing this deck is that your nice juicy refinery is going to be the apple of every player's eye when it hits the table. Unless you can get to it first, don't play it! This may involve waiting until the tail end of the equip/ally phase, but will most likely depend on playing the refinery and following up with a Sneak Attack. It's worth entirely too many victory points to everyone for you simply to put it out and hope you can snag it.

Getting to this point may take some time, which is why a few other cards help round out the mix. The Mother's Touches, Staredowns, Rat and Iron Wills are there to keep you constantly operating at peak efficiency. These cards heal damage as well as avoid the attacks of slack-jawed bully decks that specialize in stripping your ability to play cards and pounding you while you stand there with your finger in your nose. Hit these jokers with a Staredown or Umbral Escape and you've not only thwarted them, you've taken away their alpha action.

Keeping on top of victory points is also a concern, which is why the Furmlings and Bane Arrows are there. If you're hard pressed during the combat phase, never pass your

alpha action; always attack at least one thing, whether it's a pipsqueak Furmling or something bigger that you can take down with Bane Arrows. Aggressive play will keep you poised for victory when either Telling Blow or Pentex Refinery comes into play.

Pack attacks are key to winning as well, which is why Banana Split and Jubati are present. Between the two of them, opponents will often be at a loss of options. At worst, you can simply deprive the opponent of his cards, killing him at no cost to yourself. Lord Albrecht, with his victory point bonus, rounds



Another good reason not to carry Milk-Bones in your back pocket.

out the anti-enemy strategy nicely. Sister Judith is there mainly as a gift generator and healer; never do anything else with her if you can avoid it.

This deck also has great defense. To prevent the unwanted advances of other packs, use Razor Claws as threats, display-

Rage™ & © White Wolf Inc.

GROUP THERAPY

Characters

- 1 Banana Split
- 1 Jubati
- 1 Lord Albrecht
- 1 Sister Judith Paws-of-Light

Sept

- 2 Bane Arrows
- 2 Furmlings
- 1 Glade Child
- 2 Iron Wills

- 3 Lesser Banishments
- 3 Mother's Touches
- 1 Pegasus
- 2 Pentex Refineries
- 1 Rat
- 2 Razor Claws
- 1 Remove Gaia's Blessing
- 2 Sneak Attacks
- 1 Spear of Deceit
- 2 Staredowns
- 2 Sticky Paws

Combat

- 1 Attacking the Wyrms
- 1 Block
- 2 Body Blows
- 2 Dodges
- 1 Evasion
- 2 Hunting Parties
- 1 Lucky Blow
- 1 Massive Wound
- 2 Rend and Tears
- 2 Solid Blows
- 2 Swipes
- 2 Telling Blows
- 1 Umbral Escape





The Crow III: Eric Draven gives Jim Carrey the thrashing of a lifetime.

ing them on your characters for all to see. The Lesser Banishments and Remove Gaia's Blessing will work wonders for both reducing the gift-based offense of other packs as well as depriving them of healing gifts and those oh-so-nasty True Fears, Screams of Gaia and Distractions.

Visit from White Father is also included as a preventive measure; it'll counteract any Tele-marketing Campaigns that come up, and also insure that when your Pentex Refinery comes into your hand, your much-needed Sneak Attack is within reach. The Glade Child and Pegasus neatly limit gnosis-deprivation Wurm decks.

Any kills made with this deck should be augmented by Telling

Blows, to squeeze those few extra victory points out of opponents. The offensive combat cards in the deck are low-powered, but most are easily used by almost any given character in the pack. In this deck it's wisest to "give up" a character in a combat that doesn't favor him rather than wasting valuable deck space on pack defense cards, which usually just result in your pack getting waxed by some chump in a frenzy. Big-renown combats should make use of Banana Split's special ability, cutting the losses suffered by the pack and maximizing the returns (remember those Telling Blows).

This deck does have a few weaknesses, but none are crippling. Gift-canceling decks can be a nightmare, but the characters in this deck have some ability to "suffer through" without healing or combat gifts. Multiple opponents with gnosis-stifling Wurm decks are the biggest concern, as there are relatively few provisions for such; wise players may throw in an extra Glade Child to be safe.

In closing, aggression against the Hunting Grounds is the safest avenue for this deck. Not only does this prevent unpleasant rivalries from springing up between players intending to "get even" for past events, it also lets the other players go after each other and weaken themselves in the process.

Justin Achilli, White Wolf's Rage developer, does everything with an entourage of werewolves. Well, most things.



TOP 10 RAGE CARDS

1. **Eye of the Cobra.** With a measly six gnosis this card enables you to swipe a Garou from another pack temporarily. During that time you can give all of his equipment to your characters, send him into suicide combats and even get the victory points if you Winter Wolf him.

2. **Frenzy.** Usable by almost every character, frenzy thrusts that character into a bloodlust that continues beyond death. Even if your character suffers lethal damage, she continues the combat, trying to drag her opponents to the grave with her, as well as drawing bonus combat cards.

3. **Distractions.** This gift allows a character to cancel retroactively a combat card played by another character. Try using it with another card that exceeds your rage, as canceling the other character's card will allow yours to succeed.

4. **Mangle.** Arguably the most powerful combat card, Mangle prevents the poor guy on the receiving end from doing anything until he heals the wound. A Mangle is usually the last thing a character sees before he dies.

5. **Sticky Paws.** Is there a piece of equipment on the board that you want? Simply play a Sticky Paws and it's yours. Even if you can't use the equipment, you can take it and then discard it, removing it from the game.

6. **Old Storm Chaser.** A Red Talon Lupus Theurge with high gnosis, Old Storm Chaser has access to a huge volume of gifts. He also allows you to maintain an extralarge sept hand of six cards!

7. **Buggerhead.** Buggerhead has one of the best special abilities of all the characters in the game: The player controlling him can discard and redraw a sept card after having already done so at the beginning of the redraw phase. Buggerhead and Old Storm Chaser make an excellent duo in a pack.

8. **Evasion.** This combat card allows a character to dodge every single attack thrown at him in a single combat round. Combine with Battle Fervor and any damage-dealing combat card for an unfouchable attack.

9. **Gaia's Vengeance.** This is a tough gift to use because it requires nine gnosis, but it's well worth it, as it does 10 damage to any single enemy in combat with the user. It can even be used before anyone plays a combat card. I'm thinking about renaming it "Nine Free Victory Points."

10. **Shapeshift.** Better than Full Moon because only your characters may benefit, Shapeshift allows you to have a character enter her trinos or battle form so you can let your opponents have it with high-rage, high-damage cards.



—Justin Achilli

Magus of the Unseen

by Rick Moscatello

Face it, folks—artifacts are in every *Magic* deck. From Moxes to Visés to Zuran Orbs to Helms of Obedience, artifacts are a fundamental part of *Magic*. Magus of the Unseen, with its “Ray of Command” function, is an awesome weapon against a foe availing himself of artifacts.

If your opponent is using artifact creatures, Magus of the Unseen prevents him from making any attacks. And if he does try and attack, you can just take one of his artifact creatures and use it to block/kill one of his attackers.

On the offense, the basic mischief is to take your opponent’s artifact creature on your turn and attack him with it, but there’s also a few sneaky things you can do. If your opponent plays Phyrexian War Beasts (or some other big artifact creature), put a few Meekstones in your deck. Now you can take his War Beast, untap it, attack him and give him a creature that won’t even untap on his turn.

Since the most effective use of the Magus is to take artifact creatures, it’s a good idea to make sure your opponent has a few. The best way is with Ashnod’s Transmogrator, turning your opponent’s non-artifact creatures into artifact creatures. Xenic Poltergeist is a close second, since this guy allows you to pick off your opponent’s artifacts one by one. Whenever he attacks, just use the Xenic to make his artifact come alive, the

Magus to take control of it and hey—you’ve got an expendable blocker. Just imagine the look on his face when he attacks with a Juggernaut and you turn his Icy into a 4/4 creature and block with it, killing them both!

The Magus also shuts down a number of continuous artifacts quite well. To counter the effects of a Rack or Vise, take it at the end of your opponent’s turn and it will be tapped for your turn. Against non-creature artifacts, the Magus turns into a walking Copy Artifact.

Your opponent plays an Icy? No problem. Take his Icy during his upkeep and

use it to tap something of his. Opponent hits you with a Disrupting Scepter? Do it right back at him on your turn. Opponent dares to use Mana Batteries? Take the battery and empty out the extra mana when you get the chance. Vexing Arcanix? Okay, you know the drill.

Artifacts that involve sacrifice or come into play tapped are likewise trouble for your opponent. Nobody dares play a Jester’s Mask with the Magus around, and your opponent’s Barbed Sextants are a fine source of extra cards for you. You can always take his Zuran Orb to help you gain some extra life—or to force him to sacrifice lands before he needs to.

Speaking of sacrificing, since you have the ability to keep taking artifacts, it might be handy to use stuff that allows you to sacrifice artifacts you control. At the very top of this list is, of course, the much-maligned Atog, and Priests of Yawgmoth will let you sacrifice artifacts for mana. The Dwarven Weaponsmith can give your creatures a boost, and if you really feel bold, you can play with a Yawgmoth Demon, using your opponent’s artifacts as munchies.

Want to see your opponent’s head spin clean off? Take his artifact and cast Gauntlets of Chaos or Juxtapose. Then give him back his artifact in exchange for another of his artifacts. Bottom line? You just got something for nothing.

If you want to be really frightening, play Armageddon Clock, cast Juxtapose and then use the Magus to cause the Clock to accrue doom counters at double time; every turn, it gets a counter in his upkeep, and you can take it to add another counter in yours. (Just don’t try this one without COP: Artifacts!)

So, does anybody wanna buy some Moxes, cheap?



■ Now all artifacts in play can be yours!

Magus of the Unseen Top Five Combos

- 1) Xenic Poltergeist.** Animate his artifact and use the Magus to give you a creature when you need it most (like when a Juggernaut approaches). Ooh, this is ugly incarnate.
- 2) Dwarven Weaponsmith.** Hey—take his stuff, use it, abuse it and turn it into +1/+1 counters. You’ll be the life of the party with your 11/11 Magus!
- 3) Soldevi Adnate.** Take his artifact creature and sacrifice it for black mana. Black/Blue artifact destruction, folks. Though don’t expect any congratulatory hugs from your opponent.
- 4) Sacrificeable Artifacts.** Make him use it and lose it, or make him *not* use it and lose it. What a deal!
- 5) Mishra’s Groundbreaker.** Turn his land into an artifact creature, which you then take and use to pound him. Use the Zuran Orb for bonus nachos! Heck, this isn’t just the best Groundbreaker combo, it’s the only one!

Rick Moscatello hasn’t let a family history of kleptomania interfere with him having the finest Magic card collection in the south.

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Stumpers

By Beth Moursund

Frequently asked questions on *Magic: The Gathering*

Special Alliances Stumpers



How exactly does Diminishing Returns differ from its predecessor, Timetwister?

Diminishing Returns

Sorcery. Each player shuffles his or her hand and graveyard into his or her library. Remove the top 10 cards of your library from the game. Each player draws up to seven cards.

The Questions: When do you lose the 10 cards? Who decides how many cards to draw first?

The Answers: First, each player chooses a number from zero to seven and announces that he will draw that many cards (the player whose turn it is announces first). Then, each player shuffles his hand and graveyard into his library. The player who cast Diminishing Returns removes the top 10 cards from his library, then draws the number of cards he announced. Finally, the other player draws.

While the spell is resolving, the Diminishing Returns card itself is "in limbo"—it doesn't get shuffled. After all the drawing is finished, Diminishing Returns goes to the graveyard. Then any effects that were triggered by the card-drawing, like Zur's Weiriding's or Underworld Dreams', resolve.



What if there are two False Demises on the same creature?

False Demise

Enchant Creature. If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.

The Questions: Can you use False Demise on one of your opponent's creatures? What happens if I play False Demise on a Mishra's Factory? What if both players put a False Demise on the same creature?

The Answers: You can use False Demise in two ways: on your own creature, so your opponent will have to kill the creature twice to get rid of it, or on your opponent's creature, which you then kill for a control effect that can't be Disenchanted or Tranquilized away.

All graveyard-triggered effects are based on the creature's state right before it hit the graveyard. That's why your False Demise brings an opponent's creature back under your control, not the opponent's control. This also means that you can cast False Demise on something that's only temporarily a creature, like Mishra's Factory, and the enchanted card will come back into play even if it isn't a creature any more after returning.

Sometimes more than one effect should take place when a creature hits the graveyard. Effects controlled by the player whose turn it is resolve before effects controlled by his rival. If the same player controls more than one effect, he chooses their order. So if two False Demises are on one creature, the player whose turn it is gets the creature.



When exactly is a Helm of Obedience buried?

Helm of Obedience

Artifact. X, T: Put the top card of target opponent's library into his or her graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature card, bury Helm of Obedience and put that creature into play under your control as though it

were just cast. X cannot be equal to 0.

The Questions: When do you gain control of a creature with the Helm of Obedience? What happens if that creature is a Clone or Doppelganger?

The Answers: When you activate Helm of Obedience, pick a number for X and pay that much mana. When it resolves, you start "milling" cards, looking at each one as you move it from the library to the graveyard. Stop when you've milled X cards, when the library is empty or when you hit a creature—whichever comes first. If the last card you milled is a creature (which it will be if you stopped early, or if the Xth card happens to be a creature), bury the Helm and put the creature into play under your control. If it has an X in its casting cost, X is zero. If it's a Clone or Doppelganger, pick a target creature for it to copy; if there are no legal targets, it stays in the graveyard.

If the Helm was destroyed before its effect resolved and you hit a creature, you won't be able to bury the Helm but you still get the creature.

You can only use the Helm on an opponent, not on yourself or (in a team game) a team member.



How many times can you make someone discard with Insidious Bookworms?

Insidious Bookworms

Summon Worms. 1B: Target player discards a card at random from his or her hand. Use this ability only when Insidious Bookworms is put into the graveyard from play. You cannot spend more than 1B in this way each turn.

The Questions: What does it mean that you can't spend more than 1B each turn? Can I use the Bookworms' special ability if it's just sitting in my graveyard?

The Answers: "You cannot spend more than 1B in this way each turn" is standard wording used by WatC to prevent "pumping" an ability. All this means is that you can't spend, say, 3BBB to make your victim discard three cards. It doesn't mean you can use the ability again each turn a Bookworm is in your graveyard, and it doesn't prevent you from making your opponent discard twice if two Bookworms go to the graveyard in one turn.

You can only use the ability when the Bookworms go to the graveyard. Bookworms in the graveyard don't do squat.



Ivory Gargoyle

Summon Gargoyle. If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. 4W: Remove Ivory Gargoyle from the game.

The Questions: What happens if you take control of your opponent's Gargoyle and it dies? What exactly does it mean to have to skip your draw phase?

The Answers: Note the difference between "owner's" control and "your" next draw phase. The word "your" on a *Magic* card always refers to the controller of that card. If you take over your opponent's Gargoyle and it's killed, it'll come back into play under your opponent's control—but you skip your next draw phase.

The "skip" effect triggers when the Gargoyle goes to the graveyard and obliterates your next draw phase. Even if there's a *Howling Mine* out, you don't get to draw at all. You can't "spend" that draw phase to activate *Fasting* in your next upkeep, because the phase is already gone.



Martyrdom

Instant. Until the end of turn, you may redirect to target creature you control any amount of damage.

The Questions: When do you have to play Martyrdom? How much damage can Martyrdom redirect?

The Answers: Martyrdom targets a creature you control. The spell itself is not a damage-prevention effect; you need to cast it before entering damage resolution. Once it has resolved, it gives you a zero-cost ability for the rest of the turn: You may redirect part or

all of any damage dealt to anything (creatures or players, including your opponent's creatures) onto that creature. Redirection never changes the source of damage, so if the creature has protection from a color, any damage from that color will be reduced to zero when you redirect it onto the creature. If the creature leaves play, of course, you can't redirect anything more onto it.



Nature's Chosen

Enchant Creature. Play on a creature you control. 0: Untap enchanted creature. Use this ability only during your turn and only once each turn. 0: Tap enchanted creature to untap target artifact, creature or land. Use this ability only if enchanted creature is white and only once each turn.

The Questions: What happens if you lose control of a creature with Nature's Chosen? Exactly when and how often can you use the two special abilities?

The Answers: Nature's Chosen targets a creature you control. If it ever finds itself on a creature you don't control, it immediately buries itself.

Nature's Chosen has two abilities, each of which can only be used once per turn. You can use both abilities in the same turn. The first ability can only be used during your own turn; the second can be used during any player's turn, so you can use it once during your own turn and again during your opponent's if you untap the creature in between. If you have two or more Nature's Chosens on the same creature, you can use each of them for a lot of tapping and untapping action.



Nature's Wrath

Enchantment. During your upkeep, pay 6 or bury Nature's Wrath. Whenever a player puts a swamp or black permanent into play, he or she sacrifices a swamp or black permanent. Whenever a player puts an island or blue permanent into play, he or she sacrifices an island or blue permanent.

The Questions: What happens if you have nothing to sacrifice when you put a card into play? What if you put several things into play at once?

The Answers: If you have nothing else to sacri-

fice, you must sacrifice the card you just played. The sacrifice is a triggered effect, so it happens immediately; you can't play a swamp and tap it for mana before sacrificing it.

If you put several things into play at once, Nature's Wrath will trigger multiple times. If you play a *Sengir Autocrat*, you'll have to sacrifice one swamp or black permanent for the Autocrat himself and then another swamp or black permanent for each of the three Serf tokens. If two Nature's Wraths are out, you must sacrifice two things each time you put an item into play!



Spiny Starfish

Summon Starfish. U: Regenerate. At the end of any turn in which Spiny Starfish regenerated, put a Starfish token into play for each time it regenerated that turn. Treat these tokens as 0/1 blue creatures.

The Questions: Can you regenerate the Starfish more than once if it dies, creating more than one token? What if I play *Weakness* on my Starfish and regenerate it each time the *Weakness* kills it? What happens if you use some other effect to regenerate the Starfish?

The Answers: If Spiny Starfish is killed, you can activate the regeneration ability as many times as you want. However, only the first regeneration to resolve will create a token—regenerations fizzle if used on a creature with a positive toughness. But if a Spiny Starfish were killed in combat and regenerated and then hit by a *Lightning Bolt* and regenerated, it would make two tokens.

If the Spiny Starfish isn't in play at the end of the turn, it doesn't produce baby starfish, so casting *Weakness* on it won't work. Even if you bring the Starfish back into play after it finally dies from the *Weakness*, it has no "memory" of ever having regenerated. (This clarification also applies to *Kjeldoran Home Guard*—you only get a *Deserter* token if the *Guard* is still in play at the end of combat.)

The Starfish doesn't care whether it regenerated via its own ability or another effect. A Spiny Starfish regenerated by *Death Ward* will still produce a token. Starfish tokens don't inherit the parent's special abilities.

Beth "BethMo" Moursund still hasn't recovered from her first sight of the picture on the Phelddagrif card.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

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POWER PLAY

The 10 most powerful *Magic: The Gathering* cards of all time

By Jeff Hannes, Pat McCallum
and Mike Searle

So whaddya think's the
best *Magic: The*
Gathering card of all time?

Black Lotus?

Bzzzt! Guess again.

To celebrate *Magic's* third
birthday, *InQuest* decided to
take a look at the 10 most
powerful *Magic* cards of all time.
And you know what? The Lotus—
the king of all *Magic* cards, the most
expensive in the entire lot—didn't
even make the list.

Now before you go chucking your copy
of *InQuest* in the same corner of your room
as your extra *Alliances* commons, read on and
see which cards we thought *did* deserve to be in the
top 10. Who knows...you might even agree with us!

Coming up with criteria was almost as hard as
narrowing it down to the final 10. In the end, we
decided that in order for a card to crack our top 10,
it had to be versatile, useful against just about any
deck and useful at just about any time in the game.

It wasn't easy, but we found plenty of cards that fit the bill. So here they are: the
top 10 *Magic* cards of all time.





1) Ancestral Recall

Why It Made the Top 10: The key to winning in *Magic* is the ability to draw more cards, and no card lets you do this better than Ancestral Recall. For only one mana you get to draw three cards; one of them replaces the Ancestral for a net gain of two cards. The only—and we mean *only*—drawback to this card is that you need blue mana in order to play it. If you realize how insignificant that drawback is, then it looks like we've made our point...

Why It's No. 1: The biggest reason Ancestral Recall topped out at No. 1 is because it's useful no matter when you draw it during a game. Doesn't matter if it comes in your opening hand or 20 turns later when you and your opponent are battling in a stalemate; free stuff is always a good thing, and that's just what the Ancestral gives you.

2) Library of Alexandria

Why It Made the Top 10: Speaking of card-drawing: Running a close second to Ancestral Recall is the *Arabian Nights* font of knowledge, Library of Alexandria. All you have to do to use the Library is tap it—no mana, no sacrifice. The only drawback is that you must have seven cards in your hand in order to use it—but is getting up to seven cards all that hard? Holding back a few turns is well worth getting to draw two cards a turn for almost no cost. And since the Library's a land, it can't even be countered! The Library can give you such an awesome card advantage when drawn early in the game that many seasoned players maintain that a first-turn Library almost guarantees victory.

Why It's No. 2: As a permanent, there are many occasions when this is even more useful than an Ancestral, but there are still times when you'll draw the Library with only one or two cards in your hand. That alone keeps it from being No. 1.



3) Mind Twist

Why It Made the Top 10: Only three *Magic* cards have been banned by the Duelists' Convocation from tournament play because they were so powerful that they disrupted the game environment. Channel and Time Vault were banned because of the combos you can pull off with them; Mind Twist was banned for what it can do on its own. That should give you an indication of just how incredible this card is. Like we keep saying, card advantage is everything in *Magic*, and knocking, say, five of your opponent's cards out of his hand is almost as good as drawing five of your own.

Why It's No. 3: As great as Mind Twist is, how useful can it be when your opponent only has one card in his hand? Although the circumstances are rare, there *are* times when you'd be better off pulling a Bog Imp.



your opponent's cards out of his hand is almost as good as drawing five of your own.

4) Mana Drain

Why It Made the Top 10: There's only one reason Counterspell didn't make this top 10 list, and you're looking at it. Every bit as good as its basic set and *Ice Age* counterpart, Mana Drain packs an even more powerful punch. Of course, for a mere two blue mana you can thwart your opponent's most devious plans with this card. However, what's really incredible is the colorless mana this spell gives you in return for slamming your opponent's spell into the ground! Blue mages realize how important it is to keep extra mana around to threaten a counterspell, and Mana Drain lets you cast big stuff without having to tap out. The possibility Mana Drain allows of casting a second-turn Mahamoti makes it one of the most overpowered cards in the game.

Why It's No. 4: Counterspells in general have one major drawback: They're reactive. Drawing a Mana Drain the turn after your opponent plays that Armageddon ain't gonna help too much.



5) Balance

Why It Made the Top 10: And you thought Necropotence decks were annoying! Anybody remember the days when *everyone* was playing with four Balances? We sure do, and believe us, it was not pleasant. Originally designed as the ultimate equalizer, Balance has been ill-used and abused in just about every way imaginable.

Got a Zuran Orb? Balance is an Armageddon. Not playing with any creatures? It's a Wrath of God. No cards? Hello, Mind Twist. And at only one white and one colorless mana, Balance is cheaper than all the spells it emulates! Balance may have been designed to even things out, but nowadays when one hits the table, it usually tips the scales in its caster's favor.

Why It's No. 5: When you've got more cards, more creatures and more land than your opponent, casting Balance usually isn't a very smart thing to do. As powerful as Balance is, it's not one of those cards you'll always play as soon as you draw it.



7) Regrowth

Why It Made the Top 10: What's better than having one Ancestral Recall in your deck? Why, having two, of course.



What's better than one Balance? You get the idea. Regrowth's special ability is pretty basic, but that doesn't mean it isn't powerful. As cheap to cast as a Disenchant, Regrowth also clambers into the top 10 because of its versatility. Other than the first or second turn, is there ever a time when you can't put a Regrowth to good use? If there's a card in your graveyard, it was probably good enough to cast once, and it's probably good enough to cast again. The best thing about Regrowth? You'll rarely if ever pull a Regrowth and wish you had drawn something else.

Why It's No. 7: Simply put, it's the other cards on this list that make Regrowth as powerful as it is.

Why It's No. 7: Simply put, it's the other cards on this list that make Regrowth as powerful as it is.



9) Demonic Tutor

Why It Made the Top 10: Possibly one of the hottest and most-sought-after cards when *Magic* first came out, one look at the Tutor tells you why it's one of the best spells in the game. While some people maintain that the Tutor's popularity stems from the hypnotic symbol in the artwork that subliminally causes people to buy more *Magic*, we at *InQuest* believe it's because the Tutor simply kicks hiney. For a piddling two mana you can go get any card from your deck. Need that Balance to save your butt? It's yours. Just get hit by a Mind Twist and need a handful of new cards? Grab a Timetwister or Wheel of Fortune. When it comes to versatility, few cards beat the Tutor. A little help from your demonic friend can fish you out of just about any jam or help you set up that killer combo that'll leave your opponent whimpering like a baby.

Why It's No. 9: Question: Why does the Tutor rank beneath Regrowth on our list? Answer: Casting Time Walk twice is just plain better than being able to fish one out of your deck.

6) Disenchant

Why It Made the Top 10: Who says all the best cards have to be rare or impossible to get a hold of? Disenchant is the staple *Magic* card, an absolute must in any deck toting white. For only two crummy mana you can get rid of any artifact or enchantment! There are few cards in *Magic* that give you that much for the cost. Sometimes your opponent won't be playing with many artifacts, sometimes he won't have any enchantments—but he's almost certain to have at least one of either type. If you doubt that Disenchant is one of the top 10 cards of all time, just think about this: How many

times have you said to yourself, "I could have won that game if only I'd pulled a Disenchant"?

Why It's No. 6: Maybe your opponent *doesn't* have any artifacts or enchantments. Hey, it happens—and when it does, the last thing you want is a Disenchant.



8) Swords to Plowshares

Why It Made the Top 10: The creature-removal card of choice, a well-placed Swords can wipe out just about any critter in the game, regenerating or not. It's less limited than Terror and cheaper to cast, making it yet another staple in every white deck. And while the life it gives may seem like a major drawback, it's actually another one of the Swords' benefits. Ever need some life in a pinch? There's no reason why you can't send one of your own creatures out to pasture. It's a favorite tactic of skilled players, and can often mean the difference between winning and losing. Thanks to this ability, Swords retains its usefulness even if your opponent isn't playing with any creatures.

Why It's No. 8: As cool as gaining life for yourself can be, that's not why people play with STPs—and between all the creatureless decks and decks loaded with protection-from-white critters, there are times when Swords to Plowshares just ain't that useful.



THIS WASN'T SUPPOSED TO HAPPEN.
DURING THE PINNACLE,
DNA BEASTS DID OUR BIDDINGS,
FOUGHT OUR WARS,
PROVIDED US WITH FOOD.
...HOW TIMES HAVE CHANGED...



**THE BROOD™ IS A DARK AGE GAME,
SO YOU CAN
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OR YOU CAN HUNT SMALLER GAME,
MANKIND, UTILIZING YOUR
DARK AGE: FEUDAL LORDS DECK
WITH NO MODIFICATIONS.**

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YOU ARE A BROOD CONTROLLER
VYING FOR SUPREMACY OF A HIVE
OF MUTANI, OFTEN
UNSTABLE HELL SPAWN.
YOUR CHOICES:
UTILIZE EXISTING BEASTS
OR CREATE NEW LIFE
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ARTWORK FROM
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OF TOP-RATED
PROS: BERRY, BROM
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EGGLETON,
HALE
AND MORE!



THE DARK AGE
CONTINUES
THIS OCTOBER!

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10) Nether Void

Why It Made the Top 10: The sleeper of our list, this one's probably a surprise to many. However, if you've ever seen this *Legends* world enchantment in action then you know exactly why it snatched the last spot in our top 10. Nether Void is one of the few cards in *Magic* that can make a deck strategy viable by itself and also improve other types of decks. If your opponent gets a good land draw, your typical Type I land-destruction deck is usually screwed—but Nether Void can put things right. And if your rival gets a bad land draw? Forget it; Nether Void just kicks him while he's down. Simply put, Nether Void is one of the few cards that assures that the player who's ahead stays that way.

Why It's No. 10: Maybe you don't think Nether Void belongs on this list. Or maybe you realize that it affects all players and can't win a game without the help of several other spells. Either way, you don't need us to tell you why it's No. 10.

REJECTED: The Best of the Rest

Just because we only listed 10 cards doesn't mean that there aren't dozens more ultra-powerful cards that people want to get their hands on. In fact, there's probably a bunch of cards you expected to find in the top 10 but didn't. Here's why:



Berserk

Although a tremendous card, especially when used in combination with cards like Blood Lust and Giant Growth, Berserk requires you to have a creature in play in order to cast it. And even if you can send a mammoth Scryb Spite in your opponent's direction, there are plenty of ways for him to deal with it (*à la* Swords to Plowshares) without soaking up lotsa damage.



Black Lotus, The Moxes, Sol Ring

Fast mana is critical at the beginning of a game, but it's usually not that helpful late in the game. While all of these cards are essential to high-powered decks, their usefulness is limited.



Chaos Orb

The ultimate card of destruction: Three mana to take out any (and with a little luck many) permanents that are causing you trouble. However, the physical mechanics involved in using this card make it too unreliable to crack the top 10.



Icy Manipulator

Great card—one of the most versatile in the game—but its casting cost of four mana and vulnerability to artifact destruction are liabilities that bar it from the top 10.

Juzam Djinn

The biggest and baddest of all fast creatures, the Juzam is a highly popular card in tournament



play, but it's hardly essential. There are gazillions of ways to get rid of creatures, and late in the game the low four-mana casting cost isn't that big a deal.

Lightning Bolt

Although it's the most efficient damage dealer in the game, how many times have you been thrilled to pull one in your opening draw?



Sengir Vampire, Serra Angel

These guys deserve an honorable mention because they're among the best creatures in the game. But as we said above, creatures are easily disposed of. Sorry Serra...

Strip Mine

Once again, an incredibly effective card, but not always useful. What if your opponent doesn't have any annoying special lands in play but does have plenty of mana?



Timetwister, Wheel of Fortune

While both of these cards have a great effect for you, that effect also applies to your opponent. The risk that either one could help your opponent more than you is what keeps these guys off the top 10.

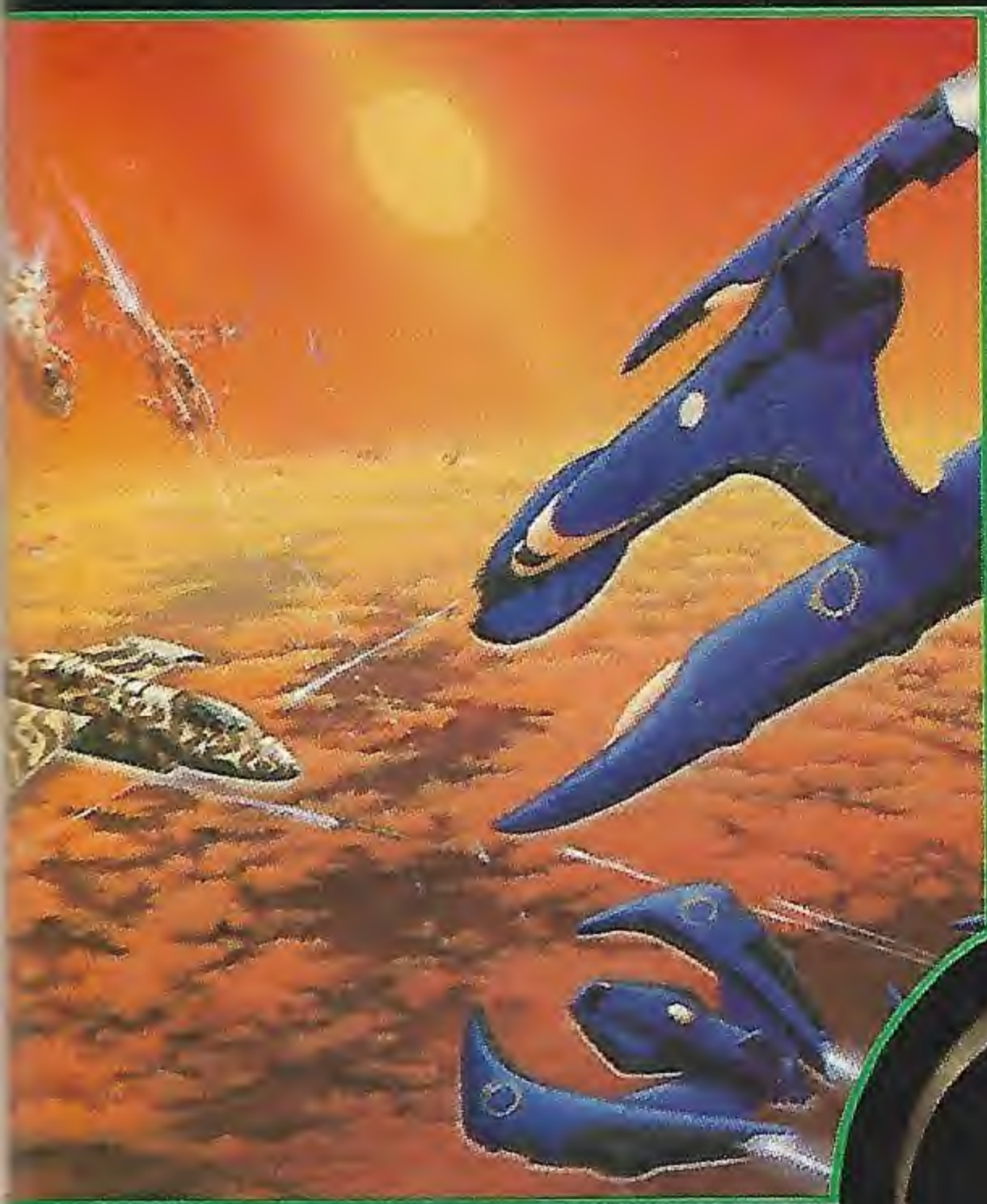


Time Walk

Taking another turn is a great thing, but that's all Time Walk does. (Though believe you me, we're not complaining.) The reason Time Walk didn't crack the top 10 is because its essential power is duplicated by cards like Regrowth, Fork and Recall. By itself Time Walk is a great card, but not the best.

InQuest's triumvirate of evil—Jeff Hannes, Pat McCallum and Mike Searle—fully expects to be burned at the stake for this one.

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[on deck]

Reviewing the latest releases in collectible card games



[the box]

**arcadia:
the wyld hunt***



Publisher: White Wolf Game Studio
Genre: High Fantasy
Set Size: More than 400 cards
Release: July 1996
Packaging: 15-card character and story booster packs
Suggested Retail: \$2.50 per booster pack

* Play-test version reviewed and rated.

Just as the ancestral home of the fae is separate and distant from the dark kingdoms of vampires and werewolves, *Arcadia: The Wyld Hunt* has little in common with other "World of Darkness"-based CCGs. That's not to say that's a bad thing.

Arcadia is based on *Changeling: The Dreaming*, White Wolf's roleplaying game of modern fantasy, but don't expect a collectible card game like *Vampire: The Eternal Struggle* or *Rage*. Instead, White Wolf Game Studio has created an ambitious game of heroic fantasy that, should it live up to the promise of the play-test version, might be the long-awaited successful hybrid of roleplaying and collectible card games.

The game is set in the fairy homeland, Arcadia; more specifically, in the lands of Ardenmore, where High King Ardlanth ruled until he and his subjects fell victim to a curse that turned them to stone. (Hey, didn't I see this on "Gargoyles"? Anyway...) Ardenmore's Lord Gamine went on a quest to uncover the true nature of this curse, known as the Darkening, months ago and has not returned. His advisor, a mule-headed man with the unfortunate name of Bernard Assjack, has gathered all the heroes of the realm together to search the land for Gamine. Along the way, the heroes face perilous obstacles and attempt to complete their own personal quests.

There are no starter decks for *Arcadia*; instead, the required cards come in two types of booster packs. Character packs contain the cards needed to create your hero (or villain—*Arcadia* doesn't require you to be a good guy). Story packs have the cards used to construct the adventure and the world. Although having a large collection of cards means more texture in your character design and more variety in your adventures, it's possible to play with only one of each pack.

Making a character begins with selecting a generic icon card to represent him. On each you'll find the character's gender and race—I've seen humans, trolls and dragonkin, among others—and his rating in three attributes: might, resolve and savvy. These correspond roughly to physical, mental and social prowess. Also on the icon card is the character's special ability; dragonkin can breathe fire, for example.

From this base, you refine your character, assigning various traits through merit cards. Abilities are skills that the character can draw on and tactics that he or she can use. Advantages are similar, though they're innate talents, like having an affinity for the swamp or being comfortable in cities. Allies and treasures are resources that the character can draw upon in time of need, and arts are the magical powers available to the fae. Some merits operate continuously, while others have to be exhausted (yeah, it's like tapping) to be used.

Each merit card has a point value, and each character begins with five points to spend. If this isn't enough, the player may receive more points by accepting flaws, like having a weakness, an enemy or a curse.

The player then selects at least one quest for his hero. These are the conditions required for the player to win the game. For example,

Arcadia: The Wyld Hunt™ & © White Wolf Inc.



THE BEST



TOP NOTCH



GOOD



OKAY



WEAK



POOR

[breakdown]

arcadia: the wyld hunt card description

A. Test Type: The lock symbols means that this waylay card tests your character's resolve.

B. Name: Useful for alphabetizing your cards.

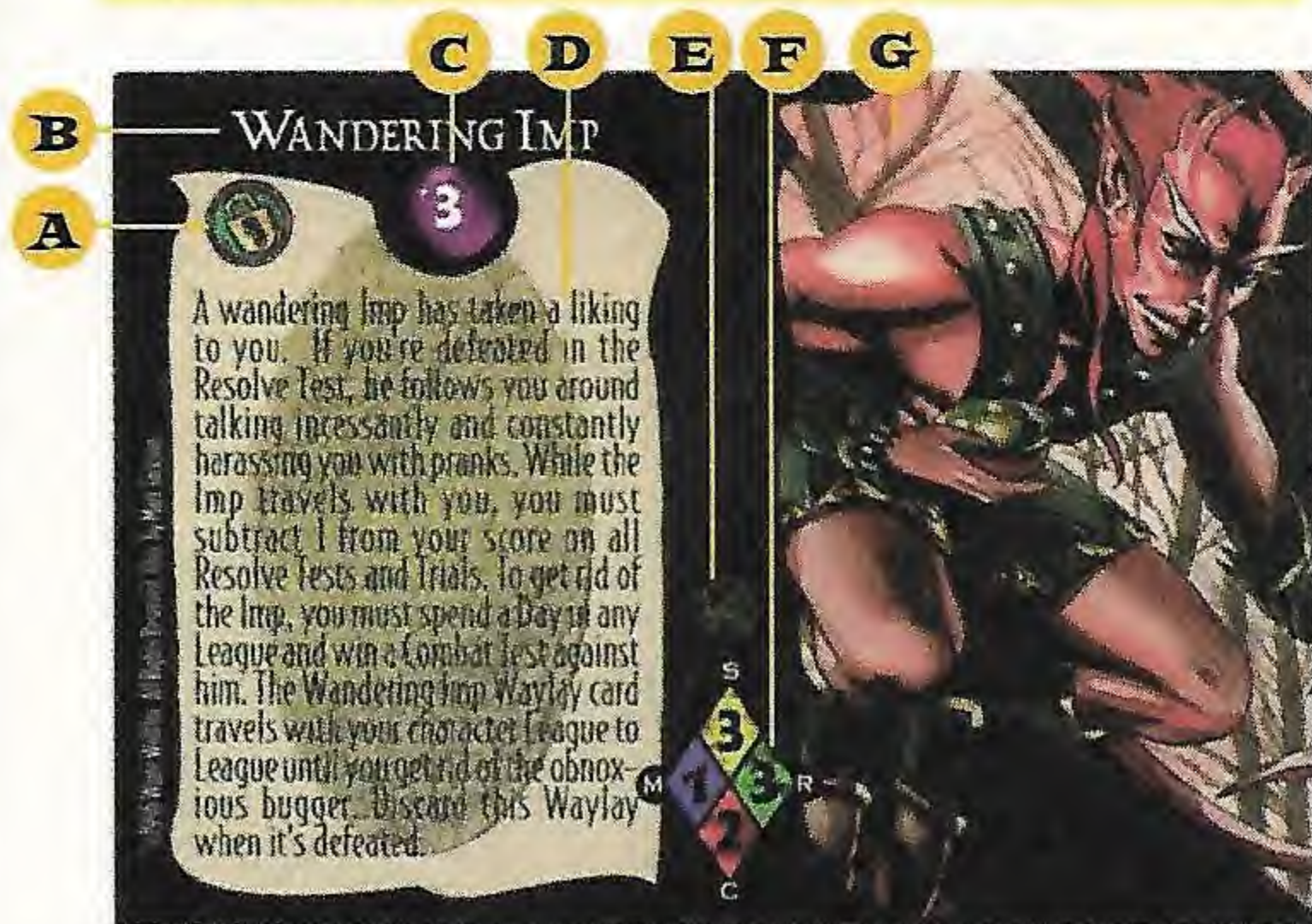
C. Waylay Value: Indicates the relative difficulty of this waylay and counts toward the maximum value indicated in your quest.

D. Text: Tells you the story of what the card does and how it affects you.

E. Terrain: Tells in which types of leagues this card may be played. The circled A means this waylay can be played in any terrain.

F. Attribute Diamond: Some characters can alter the nature of a test. This shows the relative equivalencies. For example, Wandering Imp would have a difficulty of one as a might test.

G. Art: Ye olde illustration.



test, each player rolls a six-sided die and adds the result to the attribute rating of his character or waylay. The character may also exhaust one of his merit cards to modify the test—for instance, the ability broad-shouldered can be used to add one to a roll on a might test. The final totals are compared; whoever has the higher score is the victor.

If the character wins the test, the waylay is discarded and the character may gain any treasure present in the league. He may also rest to regain exhausted merits. If the score is tied, the waylay remains in play and the character may try again the next turn. Should the character lose, the waylay remains and the character must exhaust an additional merit.

The game is won when one player has completed his chosen quests—but the game doesn't necessarily end. *Arcadia: The Wyld Hunt* also contains rules for campaign play, wherein each completed quest gives you a number of experience points that can be used to buy new merits or remove old flaws. As a counter to the increased power of the character, each two points of experience the character earns raises the waylay rating of any future quests by one. Thus the game stays challenging even as the characters become more powerful.

At this point, it's not fair to discuss the artwork or instructions—they weren't complete in the play-test version I reviewed. The artwork I did see was beautiful; the instructions I read needed a good hit with the editing stick, but I assume that will be cleared up in the actual release.

There's a great deal I like about *Arcadia: The Wyld Hunt*. It takes the detailed, if time-consuming, process of creating a fictional character and blends it with the artistic science of deck construction to come up with a play deck that takes on a life of its own, thus insuring the tension required for drama and an exciting game.

This also gives it an advantage over other "high fantasy" games like *Middle-earth* or *Quest for the Grail*: These are your tales, not Tolkien's or Malory's. If you enjoy the crafting of a story as much as you do the action of a CCG, you'll enjoy *Arcadia*.

—Jason Schneiderman

a hero might have to find a certain number of treasures or defeat a specific opponent to be declared the victor. Some quests are easier than others. This is balanced out by the waylay rating: The easier the quest, the higher the rating, and the more obstacles the other players can throw in the character's way.

Once the characters have been designed, the lands of Ardenmore themselves are laid out. For each quest you undertake, you may place five leagues, or locations, on the playing field. Each league is of a certain class of terrain—a forest, a road—and determines what kinds of problems might plague an adventurer who arrives there. Each player takes turns placing leagues and then putting treasures beneath them to be found during the course of play. Lastly, each character is placed in his chosen base camp, a league in which he cannot be troubled.

After all this preparation, the game begins—and is surprisingly elegant in execution. Characters travel from league to league, attempting to fulfill the requirements of their quests. As a character enters a league, the opposing player may target it with a waylay in order to keep the character from reaching his goals.

For example, one waylay pits you against the local arm-wrestling champion—you must defeat him to proceed. Another has you run into an old friend to whom you owe a debt. He needs your aid, but stopping to help him will cost you valuable time on your journey. Unlike most games in which players lay obstacles for opponents, characters may act as waylays for each other, challenging rival players to combat and games of skill.

Waylays are resolved through attribute tests. Each waylay is rated in a particular attribute; the arm wrestler is a might test, the old friend a savvy test. To resolve a

[the good]

- You get to invent your own larger-than-life heroes and send them on heroic quests fraught with peril and great reward.
- You'll notice I mentioned nothing about character death. As far as I can tell, there isn't any. Your character may be beaten, injured and taxed to the limits of his endurance, but the game doesn't end until the quest is complete. I like this in a game.
- Lots of fantasy mind candy: different races, magical trinkets, spells and charms.

[the bad]

- Clean up the rules presentation—it's arcane and hard to follow.
- The Darkening. Mentioned for a paragraph and then apparently forgotten. Hopefully, there will actually be a chance to lift the curse. And are we really supposed to accept orders from a guy named Assjack?

[the ugly]

- Six-sided die required for play not included.
- Starter decks are useful. I bet White Wolf'll come around to some packaging concept combining character and story cards.

[on deck]

Reviewing the latest releases in collectible card games

XXXenophile

ADVISORY: This is an adults-only product and is not meant for anyone under the age of 18.

XXXenophile is so subversively anti-collectible that die-hard rarity hogs will scream in anguish as they learn about this game. For example, it has only two levels of rarity: printed and not yet printed. I don't think anyone will ever get stuck paying \$200 for one of these cards.

Even if you somehow were suckered into doing that, it still wouldn't help you win. Yes, it's true. XXXenophile has achieved what Communism could not: It has eliminated the elitism of the wealthy. Plus, it takes only minutes to learn; then you can get down to enjoying yourself.

First off, I'm delighted to report that this game doesn't involve any tapping, readying, mana or damage. What's more, this game is for gamers who want to make love, not war. No punctured organs, lynch mobs or gun-toting commando ninjas here. It does have cool pictures, though, some of which were very spicy, but so far I haven't seen anything I wouldn't show my father-in-law.

True, XXXenophile is not for the underage, but actually, the game's theme is kinda sweet: It involves red hearts, purple locks, blue yin-yangs, yellow fleurs-de-lis, and green, er, leaves—almost like a beloved breakfast cereal. These shapes represent "unquantifiable elements" of the personality. Your job as a player is to help the cards on the board find other cards with which they are compatible. Awwwwwwww.

Each card has a line of anywhere from one to 10 colored shapes along each edge. So, for example, Caligula's Smarter Brother has two purple locks on the top border of his card, nine yellow fleurs-de-lis along the right, eight blue yin-yangs at the bottom and four green hemp leaves to the left.

Both players contribute six cards to the 12-card layout. They take turns flipping over one card and then picking any face-up card and spinning it head-to-tail, 180 degrees. After spinning the card, the player compares the colored shapes along the edges of the spun card to the colored shapes on the edges of other cards touching it.

If, for example, Smarter Brother's four green fig leaves match up to, say, Slumber Party's eight leaves, then the player would "pop" Slumber Party (because it had the higher number of the matching shapes) and put it into his score pad. Having popped a card, that player would then replace it on the board with any card from his hand, and refill his hand if necessary.

The flipping and spinning continue until all 12 cards are face-up. From that point on, each player must pop a card on his turn or the board is declared frozen, reshuffled and redealt face-down again. How do you win? When your score pad reaches 100 points.

There are three types of cards: characters, gizmos and settings. All three have instructions printed at the bottom, such as "Pop one Big card," or "Increase your hand size by one." The difference between the three types is when you obey the instructions.

You obey characters once when you pop them, gizmos continuously after you pop them and settings while they're still on the board face-up. Popped characters and settings go into your score pad and gizmos go into your toy box. You may use









[the box]

XXXenophile 

Publisher: Slag-Blah Entertainment
Designers: Phil Foglio and James Ernest
Genre: Science/Fantasy Action Boudoir
Set Size: 270 cards
Release: July 1996
Packaging: 60-card starters; 15-card booster packs
Suggested Retail: \$9.95 per starter deck; \$2.25 per booster pack



[ratings]

 THE BEST  TOP NOTCH  GOOD  OKAY  WEAK  POOR

[breakdown]

XXXenophile card description

- A. Card Name:** The name of the character, Meedrax Dragonget.
- B. Details:** The card's characteristics: you know, alien, mythic, villain, psychic, whatever. These are sometimes important strategically, but thematically, they're strictly for laughs.
- C. Point Value:** How many points you get when the card is "popped." Nine for the Dragonget.
- D. Symbols:** The little colored shapes representing unquantifiable aspects of sexuality. Ain't they cute?
- E. Art:** Gee, I wonder what that is?
- F. Text:** A description of what the card does.



[the good]

- Equal opportunity eye candy. This is not your usual balloon hooter fare by a long stretch; everybody has something to ogle. Many of the pictures made me laugh out loud, and for once, it wasn't because I was looking at poorly engineered "Bad Girl" foundation garments. Now that stuff really isn't for kids! Don't get me started.
- Although the pictures are R-rated, there's no degrading art in this set. If you doubt me, why not ask Kaja Foglio instead? And with artists like Anson Maddocks, Colleen Doran and Bill Sienkiewicz, this stuff is pretty darn good.
- Accessible to those of us who also pay rent. Since you don't need killer cards or even any specific cards, you can just buy a starter or two and start to play. All you really need to win at XXXenophile is two hands and a little strategy. For that alone, I give XXXenophile a gold star.

[the bad]

- The radical ideas of unwillingly trading cards and ripping up other cards may turn off die-hard CCGers.
- The overall silliness of this game makes it hard to concentrate and take the game seriously. Oh, wait, I guess that's pretty much a good thing.

[the ugly]

- Unfortunately, this game's not for kids, and that's too bad. The game is great, but the content is unsuitable for minors.

your gizmos more or less continually as long as they're in your possession.

Some gizmos, however, may be used only once. Ever. Because you have to tear up the card after you use it! Boy, that really gave me a thrill, watching my opponents cringe in horror as I (a) ripped up a potentially rare and valuable collector's item and (b) got to take another turn because of it. Hahahahaha! Yes! Of course, ripping up cards must ultimately affect the rarity of those cards—but, hey, nobody's forcing you to use those cards, buddy. Take them out of your deck and hang them on your study wall if it means that much to you.

Most game strategy involves setting up moves either for yourself or for your opponent. For instance, having ruthlessly shredded that gizmo, I use my extra turn to match the five *fleurs-de-lis* on Vinnie V. Da Vinci to the five *fleurs-de-lis* on Killer B-Girl and pop them both. Then B-Girl lets me move cards from my hand to the top of any player's deck. Why would I want to do that? Because Vinnie lets me guess the point value of the top card of any other player's deck and, if correct, place the card in my score pad. "I think I'll guess, mmmm, 10. Oh, whaddya know?! I'm right!"

The joke about XXXenophile is that when you play someone, you're playing all the people they've ever played too. Because by the end of the game, everyone's cards become totally intermingled. Irretrievably. You must cultivate truly Zenlike detachment to material goods to succeed at this game. The only way to avoid this is to, well, use card sheaths. (Kinda like real life, huh?) Wow, a game

that's all about enjoyment, not revaluing assets! What a crazy idea!

Now for the negative aspect of this game. I must admit that my frequent screams of laughter provoked other gamers. No, seriously. The only down side to XXXenophile is that it's not much of a game for those who love deck-tuning. Since a chunk of your deck may wind up in another's score pad while you happily snarf up someone else's cards, it's really a waste of time to think too hard about what's in your deck. If you like to obsess about your decks constantly, skip XXXenophile; it's not for you.

On the other hand, if you agree that nowadays, sometimes even having fun is getting to be way too serious, then go out and buy a pack right now. This game is a concept whose time has come. It's easy to learn, fun to play and inexpensive to boot.

Indeed, you could actually play and win with a starter deck; I sure did. Many CCGs claim to have playable starters; XXXenophile actually has them. In a naughty way, this game is my idea of good clean fun.

—Rachel Barth



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[on deck]


ANCIENT HEARTS

Vampires are everywhere. They lurk in America's dark alleys, they scheme in Europe's great cities and now, with the release of *Ancient Hearts*, the second expansion for *Vampire: The Eternal Struggle*, they plot in the exotic lands of the Middle East.

Like its predecessor, *Dark Sovereigns*, *Ancient Hearts* introduces two new non-Camarilla clans to the mix: the Assamites and the Followers of Set. The Turkish Assamites are both the bane and allies of the other Kindred, for their skills as killers are available to any who are willing to pay for them. The less cooperative Followers of Set have their own agenda—to corrupt and take over the Camarilla.

Quietus, the discipline of silent death, makes the Assamites a force to be reckoned with. Although not as powerful and straightforward as Malkavians in a bleed deck, their unusual combination of celerity and obfuscate makes the Assamites a very versatile and useful clan.

[the box]

ancient hearts 

Publisher: *Vampire: The Eternal Struggle*

Publisher: Wizards of the Coast

Genre: Horror

Set Size: 179 cards

Release: June 1996

Packaging: 12-card booster packs

Suggested Retail: \$2.25 per booster pack

With the new serpentis discipline and cards like Corruption and Temptation, the Followers of Set can cause headaches for both your predator and prey by taking control of their vampires. The schemes of the Followers are not always easy to pull off, but having the obfuscate discipline certainly doesn't hurt, and when these cards finally do kick into effect, they have pretty dramatic results.

So the two new clans and disciplines both get thumbs up, but what about the other cards? Compared to *Dark Sovereigns*, things look a lot better. There are 10 Camarilla vampires that can use the new disciplines (as opposed to one in *Dark Sovereigns*) and 13 Camarilla vampires with a capacity of four or less, making it easy to play *Ancient Hearts* with the basic set.

There are many generally useful common cards, like Alacrity (a celerity card that gives stealth), Elder Impersonation (an obfuscate card that completely shuts down a blocking attempt) and Foreshadowing Destruction (a dominate card that gives +3 bleed).

Ancient Hearts also has its share of ultrapowerful cards like The Return to Innocence—an action that lets you hit your prey with up to +11 bleed!

Overall, *Ancient Hearts* is a solid expansion. If you're looking to expand your *Vampire* collection, *Ancient Hearts* is worth picking up.

—Jeff Hannes



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[on deck]

Drifter's Nexus



The *Guardians* CCG has always had a humorous tone. Any game that allows bribery by babes or beer and allows you to put Floyd the Flying Pig into play can't be accused of taking itself too seriously. With its first expansion set, *Dagger Isle*, the folks at FPG raised the comedy ante a little bit, with "evil twin" versions of earlier cards and the Soooooool Mirror.

The *Drifter's Nexus* expansion, on the other hand, is all-out comedy.

The *Drifter's Nexus* is an interdimensional portal linking the world of *Guardians* with several other planes of reality. This is a clever excuse to pack in as many bizarre, anachronistic and just plain strange cards as the designers could

devise. You'll find Old West gunslingers, ninjas, mobsters, a goat and a disgruntled postal worker. There are three different Voodoo Hats (in normal, tiny and 10-gallon sizes). Even Professor Heisenburg makes an appearance—although we can't be sure.

The highlights of the expansion, however, are

[the box]

Drifter's Nexus



Name: *Drifter's Nexus*

Game: *Guardians*

Publisher: FPG

Genre: Fantasy

Set Size: 120 cards

Release: April 1996

Packaging: Eight-card booster packs

Suggested Retail: \$1.85 per booster pack

the parody cards. You like Marvel Comics? Meet the O-Men: The Amazing Cider-Man, Captain South America and Wolverine. (He's a yak that's the best there is at what he does.) Do you enjoy *Vampire: The Eternal Struggle*? There's a Tim Bradstreet-illustrated spell called You Can't See Me, I'm A Vampire showing a Kindred crossing his arms in the obfuscate stance. Perhaps you're a fan of a certain other popular CCG. In that case, pick up Lizards on the Toast, the Black Locust and Small Mox.

Even the new addition to game play is funny. Besides a few new stronghold upgrades, *Drifter's Nexus* introduces the stronghold downgrade, which you can play on your opponent's stronghold to weaken it. Nothing like giving your opponent a Sewage Back Up to ruin his day!

Drifter's Nexus is filled with cards that're useful as well as hilarious. No *Guardians* player with a sense of humor should pass this up. And if you don't have a sense of humor...why are you playing *Guardians*?

—Jason Schneiderman

QUEST FOR THE GRAIL

Quest for the Grail consistently receives the highest ratings for art, playability and pure enjoyment from card gamers around the world.

In *Quest for the Grail* the adventure of the age of King Arthur comes to life. It is easy to learn and play, and features familiar heroic characters who players can identify with. The cards are lavishly illustrated by great classic illustrators and the best new artists around.

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The legend goes on this summer with *Knights of the Isles*, an expansion devoted to the heroic exploits of the knights of Scotland and Ireland.

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Gamers Guide '96



From *Dragonlance: The Fifth Age* to *X-Files*, *InQuest* gives you the scoop on this summer's gaming releases

By Matt Forbeck and Lester Smith

"*Babylon 5*" is the subject of a Chameleon Eclectic Entertainment/Wireframe Games roleplaying system being previewed this summer.

Don't make any vacation plans this summer. You're gonna be way too busy. It's prime time once again, and there are a slew of games heading our way, including tons of high-profile expansions and brand-new universes.

Many new game products will premier at the world's largest gaming convention, the Gen Con Game Fair, held in Milwaukee Aug. 8-11. All the games listed below are due in August unless otherwise noted.

Conspiracy freaks are itching for NXT Games' *X-Files* CCG. There's a cool new *Star Trek: The Next Generation* expansion set, *Q-Continuum*, and the original "Star Trek" TV series is getting its own game.

You want roleplaying? We got your roleplaying right here. TSR will introduce its first new fantasy RPG since *AD&D*, *Dragonlance: The Fifth Age*, and Skywalker and company are in a revamped *Star Wars* edition.

The list goes on—and with school fast approaching, you'd better play while you can...

Alderac Entertainment Group

CCGs: AEG has big plans for Gen Con, and they center around *Forbidden Knowledge*, the second expansion set for the *Legend of the Five Rings* CCG. In *Forbidden Knowledge*, the traditional clans react to the return of the Scorpion and the Naga clans (from *Shadowlands*, the first expansion). They've banded together and drawn upon the power of the black spells, horrible magics from which the supplement takes its name.

Forbidden Knowledge, a 150-card set sold in 15-card boosters for \$2.45 each, introduces two new types of cards. Rituals are powerful spells that require multiple shugenja (wizards). Province cards affect the four provinces that each player must protect.

RPGs: "Yes, we are working on a *Legend of the Five Rings* roleplaying game," states spokesman Dave Williams. "With the incredible background we've developed, it's only a matter of coming up with the mechanics, and we're doing that right now." Williams can't confirm a release date; all he's at liberty to say is "Soon!"

Atlas Games

RPGs: Hold onto your hats for the new version of *Over the Edge*, the surrealist RPG that inspired the *On the Edge* CCG. The second edition runs 240 pages and \$25. The 112-page *Forgotten*



Necromaton 9 from *Legend of the Five Rings' Forbidden Knowledge*

Lives (\$15.95) is packed with six new OTE adventures.

Blood Fury is a \$12.95 adventure for *Champions* pitting superheroes against a deadly plague.

Companion Games

CCGs: At Gen Con, look for *Persona*, the 17th in a series of *Galactic Empires* starter decks. This set focuses on legendary heroes and villains and mythic ships. It also expands on the history of the far side of the universe, from which these cards hail. *Persona* will feature an updated rule book and be suitable for use in sealed-deck tournaments.

Other Games: *The Galactic Empires Boardgame* is a strategic science fiction combat game that uses 124 cards from the *Galactic Empires* Universe Set. Each box also contains a hex map, counters, dice and an exclusive *Galactic Empires* promo card.

Chameleon Eclectic Entertainment/Wireframe Games

RPGs: Based on the cult hit TV show "Babylon 5," *The Babylon Project* brings to life the future of 2260. Although the game won't be out until October, stop by CEE's Gen Con booth to check out the demos for its latest sci-fi effort.

Chaosium

RPGs: *Masks of Nyarlathotep*, the classic *Call of Cthulhu* RPG adventure, enters its third printing and includes the Australian adventure from *Terror Australis*.

Daedalus Games

CCGs: *Flashpoint*, the second expansion for the *Shadowfist* CCG, places players in the middle of a war that crosses into two time periods at once. Brian Snoddy and Melissa Benson contribute some of the art.

There are over 120 cards in the set sold in eight-card boosters at \$1.65 each. Each pack also contains an extra information card with rules errata and explanations, FAQs, killer deck lists and stories about *Flashpoint* from the characters' points of view.

RPGs: *Back for Seconds*, the second *Feng Shui* supplement, is a sourcebook that translates many of the most prominent creatures and characters from the *Shadowfist* CCG into *Feng Shui* stats. A great guide for roleplayers and card gamers (or dicechuckers and cardflopers, as Rick Swan would have it—see "Swan Song," page 144) alike.

Decipher

CCGs: The second *Star Trek: The Next Generation* CCG expansion, *Q-Continuum*, should be ready for Gen Con. "Even if we don't have cards to sell, we'll definitely have some for people to look at," states Decipher Marketing Director Matt Mariani. When it arrives, the 121-card set will be sold in 15-card booster packs for \$3 each.

Star Wars fans should fare better. Two Rebel Leaders will be at Gen Con and other summer shows giving out powerful promotional cards that can only be gotten from them personally. Decipher will also have free Jedi Packs to give away. These 11-card packs include exclusive cards like Luke's T-16 Skyhopper and new versions of Han Solo and Princess Leia.



Believe it or not, Q will be in *Star Trek: The Next Generation's Q-Continuum*

Destination Games

RPGs: Gen Con is the launch site for *Pulp Dungeon*, a line of four 16-page digest-sized adventures (\$3.95 each) suitable for use with any fantasy RPG on the market.

Other Games: With *Chaos Progenitus*, a trading dice game designed by Lester Smith (*Dragon Dice*), you use 13 dice to build a monster to battle your opponent's monster. Collect all 30 dice in 13-dice packs (\$9.95 each) and beat the crap out of other critters. *Plague Beasts*, the first expansion for *Chaos Progenitus*, comes in eight-dice kicker packs for \$6.95 each. This 30-dice set comes in different colors than the original set, adding new powers for your beasts.

FASA

RPGs: Look for the *BattleTech* Fourth Edition this August. The latest version of this classic game of giant robot combat features 48 stand-up counters. The rules are basically the same, but the presentation's been honed to a fine edge.

Get all the dirt on the 2057 elections in the new *Shadowrun* supplement, *Portfolio of a Dragon: Dunkelzahn's Secrets* (\$20), concentrating on the front-runner, a crafty dragon.

Throal: The Dwarf Kingdom (\$20) reveals to *Earthdawn* adventurers the nasty secrets of an outwardly peaceful nest of politics, intrigue and murder.

Fleer/SkyBox/Mag Force 7

CCGs: SkyBox will be premiering *Star Trek: The Card Game* at Gen Con. Based on the original TV show, this game features photos of all the classic "Star Trek" characters you've come to know and love. The game is

designed by Mag Force 7, the company that brought you the *Star of the Guardians* and the *Wing Commander* CCGs. (See "Beam Me Up, SkyBox!," *InQuest* #13, for more details.)

The game won't actually be available for sale at Gen Con, but when the set of over 300 cards hits the shelves the following week, it will sell in 65-card starters (\$8.95 each) and 15-card boosters (\$2.75 each).

FPG

CCGs: FPG will be pushing *Dark Age: Feudal Lords* throughout the summer. This CCG was co-designed by Brom (*Dark Sun*, *Deadlands*), who's done the lion's share of the art chores himself, but artists as illustrious as Tim Bradstreet and Dave Dorman are also chipping in.

The setting is a ghastly dark future in which players vie for control of the castles built on the ruins of our civilization. *Feudal Lords* is the first in a series of *Dark Age* CCGs. It comes in 65-card starter decks (\$12.95) complete with rule book, *Dark Age* deck sticker and four dice made especially for the game. Ten-card booster packs will also be available for \$2.45.

Brom and company are also busy contributing to the next supplement for *Guardians*. *Necropolis Park* puts the players in a wacked-out theme park featuring dinosaurs and undead.

Games Workshop

Other Games: *Chaos Codex*, a supplement for the ever-popular *Warhammer 40,000* miniatures game, weighs in at 144 pages, including 32 full-color plates. It tells you all you need to know to build your own Chaos Lord army.

Heartbreaker

RPGs: *Mutant Chronicles'* second edition features cleaned-up mechanics and a whole new look for the technofantasy RPG that inspired the *Doomtrooper* CCG and *Warzone* miniatures game.

The 80-page, \$14.95 *Kult Players Companion* provides more background for the horror RPG.

Holistic Design

RPGs: In the far-future epic *Fading Suns* you play a member of a noble house, merchant guild, religious sect or even alien race.

Imperium Games

RPGs: *Traveller's* latest revision has Marc Miller, the original designer, back at the

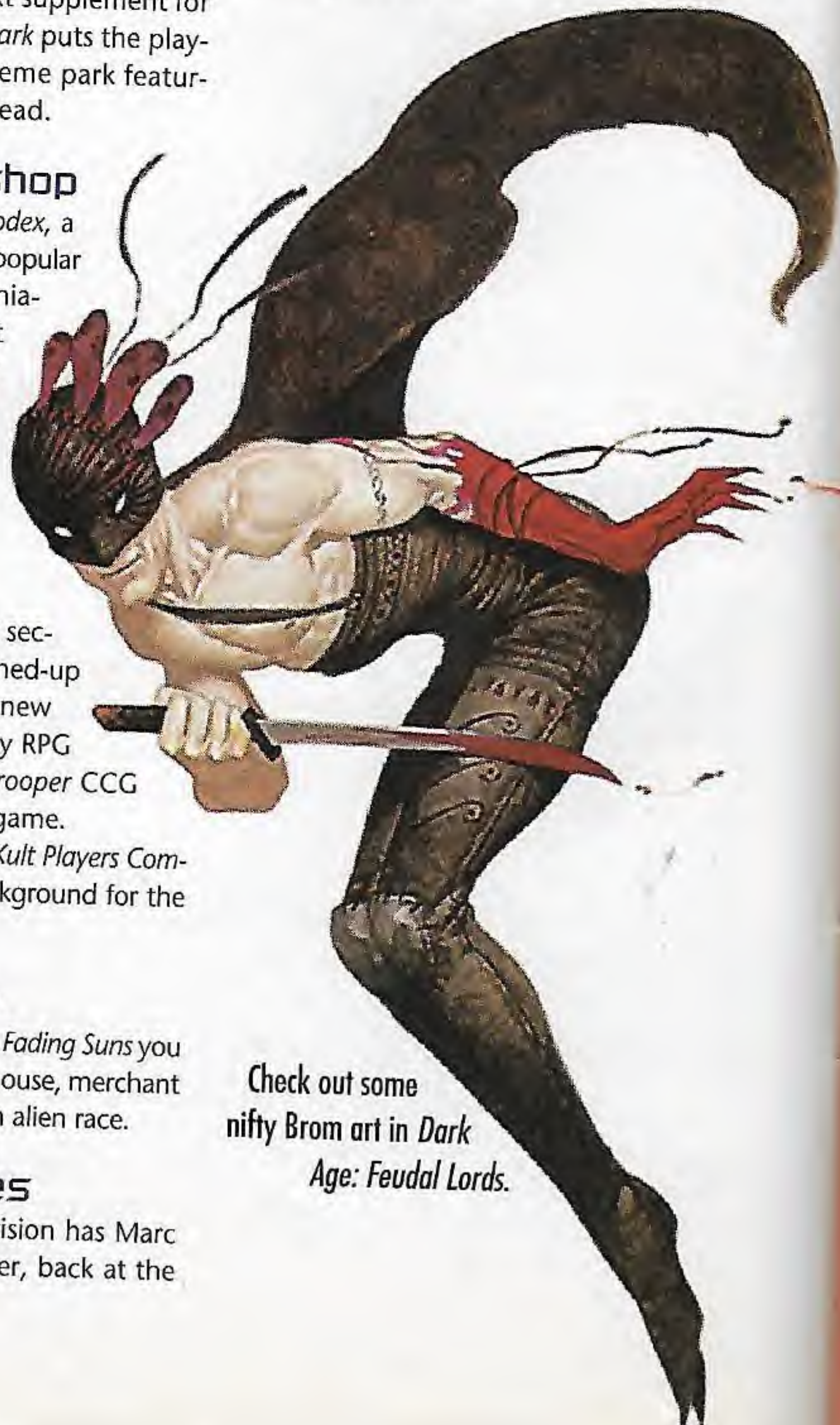
helm, returning this legendary game to the roots that made it so popular in the first place. Art by Larry Elmore and Chris Foss adorns the \$25 book's 192 pages.

Iron Crown Enterprises

CCGs: *Middle-earth: The Wizards Players Guide* picks up where the *Middle-earth: The Wizards Companion* left off, featuring deck-building and game-play strategies for the CCG based on J.R.R. Tolkien's "The Lord of the Rings." This 8.5-by-11-inch black and white book (\$14) has more than 200 pages. Each of the 484 cards in the game's original set will be depicted along with details on how the card fits into the Middle-earth mythos and clever ways to use it in play.

Other Games: The *Dicemaster* collectible dice game may also debut at Gen Con, but ICE is making no promises. "In any case, we'll be running plenty of demos and giving away promotional dice," reports Sales Manager Deane Begiebing.

Dicemaster will be released in two sets. *Cities of Doom* is the basic game; each box features 32 dice, only a few of which differ from box to box, and a rule book—



Check out some nifty Brom art in *Dark Age: Feudal Lords*.

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The first expansion, *Wilds of Doom*, comes in a box with 26 dice and has a suggested retail price of \$19.95. Again, few of these dice differ from box to box. However, if you want to use any of the game's later expansions, you must have a copy of *Wilds of Doom*.

The first collectible expansion set, *Doomcubes*, will be released this fall. Each \$5.95 pack comes with eight dice from a 110-dice set.

Last Unicorn Games

CCGs: *Heresy: Kingdom Come* was one of the most anticipated games of last year, recognizably unique for its long-card format. At Gen Con, Last Unicorn will release the game's first supplement, *Project Demiurge*. This 90-card set extends the original storyline, moving beyond the Ruin introduced in the first set and into the Forsaken Earth.

This set features many of the artists that worked on the original game, ensuring some beautiful artwork. Since LUG has vowed to print only enough 12-card booster packs (\$2.65 each) to fulfill distributor pre-orders, you can be sure that this will be one scarce set.

RPGs: After being out of print for nearly a year, the two books that make up *ARIA: Cantic of the Monomyth*—*ARIA Worlds* and *ARIA Roleplaying*—are back in a second printing. This world-spanning, culture-driven fantasy RPG was the first product from the team that brought you *Heresy*.

Mayfair Games

CCGs: *SimCity: Atlanta* is now set for August. A Toronto expansion is due September, the same time as a *Wheel of Time* set for the *Fantasy Adventures* CCG.

RPGs: *Steel Deep* is an \$18 sourcebook for the *Underground* RPG. The moon colony's



FINGER PAINTING'S FOR SISSIES! TRY DRAWING WITH A SWORD, BUDDY!

rowdy surface and lethal interior are explored in these 128 pages.

Metropolis

RPGs: Check out the second edition of *Kult*—possibly not available for sale at Gen Con but definitely there to look at—the cutting-edge horror RPG that inspired Heartbreaker's excellent card game of the same name.

Palladium

RPGs: The *Rifts Game Shield* (\$12.95) contains all the reference charts you need to run a *Rifts* adventure. Coincidentally, it also includes a 64-page adventure for *Rifts*.

Palladium will also release three \$19.95 sourcebooks, including second editions of *Monsters & Animals*, compatible with all Palladium RPGs, and *Adventures on the High Seas*, for *Palladium Fantasy*.

Pinnacle Entertainment Group

RPGs: Welcome to the Weird West! Play an undead gunslinger, an Indian shaman, a mad scientist or a spell-slinging huckster trying to bring down the apocalyptic Reckoners and their manitou minions in *Deadlands*, this new Western horror RPG featuring a Brom cover. This 176-page book runs \$30 hardcover, \$25 softcover.

Precedence/Upper Deck

CCGs: *Traditions*, the first expansion for *Upper Deck Gridiron Fantasy Football*, could be ready for Gen Con; stop by to see previews at the very least. This set of 130-plus cards features signature plays for all players, cheerleading squads for every team and, of course, all-new traditions. It comes in eight-card foil packs costing \$1.95 each.

RPGs: *The Book of Powers*, a supplement for the *Immortal* RPG, features 50 all-new powers for characters, plus expansions on and clarifications of powers from the basic rule book. *The Immortal Players Guide* features clarified rules for player characters of all types, plus a bunch of optional rules to make game play even more exciting.

R. Talsorian Games

RPGs: Enter the world of anime with *Bubblegum Crisis*, a \$20 RPG based on the popular Japanese animated series of the same name.

Six-Guns and Sorcery (\$20), the newest *Castle Falkenstein* RPG supplement, reveals the secrets of fantasy steampunk North America.

RTG's also unleashing a *Cyberpunk* supplement, *Rache Bartmoss' Brainware*



Consecrated Ground from *Heresy's Project Demiurge*

Blowout, and a sourcebook, *Mekton Mecha Manual Vol. 2*.

Steve Jackson Games

CCGs: Many of those who saw that *Dino Hunt* (see below) had dinosaur cards in it demanded a collectible version. *Voilà!* *Dino War* is sold in five-card foil packs for 99 cents each. There's not much to the game—it's basically *War*—but you get to play with those ultracool ancient lizards.

Other Games: In the family board game *Dino Hunt* for ages 8 and up, you travel back in time to the Jurassic period to hunt for dinosaurs for a futuristic park. The game is card-driven, educational and easy to learn.

Stone Ring Games

CCGs: *Knights of the Isles*, the first expansion for *Quest for the Grail*—the Arthurian CCG in which players perform the name of the game—should be ready for Gen Con. This 135-card set is sold in 14-card boosters for \$2.75 each.

With enough cards and a *Quest for the Grail* rule book, you can play this set entirely on its own. It features Scottish and Irish knights, focusing on the family of Sir Gawain of Orkney.

Stone Ring will also be giving out three promotional cards at Gen Con, each taken from the upcoming *Saga of the Volsangs* expansion. This set, which focuses on Scandinavian knights, should hit stores this fall.

Thunder Castle Games

CCGs: Thunder Castle hopes to have two expansions for its *Highlander* CCG available at Gen Con. *Highlander: The Movie*



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Look for Darth and Boba in the second edition of the *Star Wars* RPG.

Edition features the characters from the "Highlander" films (unlike the original game, which concentrated on the TV show). This set comes in both starters (55 cards for \$9.95) and boosters (15 cards for \$2.95) and is due to ship in late July.

Highlander: The Watcher's Chronicle is an expansion that focuses on the TV show, adding six new immortals to the mix. This comes in boosters only (\$2.95 each) and is targeted for August or September.

TSR

RPGs: Since TSR literally owns Gen Con, you know it won't be holding back for this hugest gaming show on Earth.

TSR will be releasing its first new fantasy roleplaying game since *Advanced Dungeons & Dragons*. It's *Dragonlance: The Fifth Age*, and it features a card-based resolution system that players use to adventure with their characters in the world of Krynn. You get all the cards you need in the basic box set (\$25).

Assemble the pieces of the legendary artifact in *The Rod of Seven Parts* while avoiding the wrath of a former owner in this monstrous \$30 AD&D campaign set.

Other RPG goodies include two *Birthright* supplements, a dungeon crawl through *Forgotten Realms'* famous Undermountain, a *Planescape* sourcebook and a Transylvania travelogue.

Other Games: *The Feral* is a set of 20 new *Dragon Dice* available in eight-dice, \$6.95 packs.

TSR'll also be unleashing *Magestorm*, the first stand-alone *Dragon Dice* expansion set. This is to *Dragon Dice* as *Ice Age* is to *Magic: The Gathering*. It features new magical item and artifact dice plus a brand new type of four-sided polyhedral die. "It's

so simple, it's brilliant!" TSR claims.

At Gen Con check out the huge gumball machine full of promotional *Dragon Dice*.

Other Stuff: Fiction fans will be lining up at Fortress TSR for R.A. Salvatore's latest *Forgotten Realms* novel, *Passage to Dawn* (\$23.99), which features the wildly popular dark elf Drizzt.

The AD&D CD-ROM (PCs only) premieres at Gen Con too. This two-CD set features the full text and graphics of the *Players Handbook*, *Dungeon Masters Guide*, *Monstrous Compendium* and *Tome of Magic*. Many of the rules include hypertext links for easy reference. A random character generator, magical item generator and dungeon generator are also included, as is a mapping function for your games. Amazingly, the dungeons can be rendered in 3-D. The set's second disc contains a virtual reality walking tour of a medieval town. The software (\$59.95) will be on sale in September.

U.S. Playing Card Co./NXT Games

CCGs: NXT Games has landed the summer's hottest license: *The X-Files*. Now you can recreate the adventures of Mulder and Scully as they investigate FBI cases smacking of the paranormal. There'll be around 300 cards in the set, sold in 60-card starters (\$8.95) and 10-card boosters (\$1.99). (See "Unmasking 'The X-Files,'" *InQuest* #16, for the full skinny on this game. For details on NXT's new deals and their effects on *Red Zone* and *Top of the Order*, turn to "IQ News," page 13.)

X-Files may be held up in the approval process by Fox, but even so, you can expect to see copies of the game available for sale at Gen Con.

West End Games

RPGs: Call it the *Star Wars* RPG 2.5: The *Star Wars* second edition full-color hardcover update (\$30) makes the game even more exciting and easier to play. Includes a solo adventure.

Tired of roleplaying Rebels around a table? Break out of the living room with *Star Wars: Live Action Adventures* (\$18).

The d6 System, a generic system book that costs \$10, lifts the *Star Wars* RPG system mechanics and expands upon them with optional rules for things like magic, superpowers and loads of optional rules.

White Wolf

CCGs: *Arcadia: The Wyld Hunt* should hit the shelves just before Gen Con. This game is based upon *Changeling: The Dreaming*, the fifth and final RPG in the "World of Darkness" series. (For a review, see "On Deck," page 44.)

RPGs: Stop by the White Wolf booth for a brochure on a brand new science fiction game line starting out in 1997 with an RPG designed by Mark Rein•Hagen.

The fourth RPG in the "World of Darkness" series, *Wraith: The Oblivion*, gets the traditional revision this year with its second edition, sure to make the game easier to use than ever. This hardback costs \$28 and comes complete with a glow-in-the-dark cover. There's also a *Wraith* screen available for \$15.

Also, *Vampire* fans can sink their fangs into *Chicago Chronicles Vol. 2*, *Werewolf* watchers can range over *Silent Striders Tribebook* and fairies can fawn over the *Immortal Eyes* trilogy cap, *Court of All Kings*.

WildStorm

CCGs: Just in time for Gen Con, WildStorm Productions (Jim Lee's portion of Image Comics) will ship the second *WildStorms* expansion: *Image Universe*. This set covers every major character in the entire Image Universe, including Spawn, the Savage Dragon and more. (See "On the Shelves," *InQuest* #16, for additional details.)

Wizards of the Coast

CCGs: Wizards of the Coast should be releasing the Unlimited Edition of *Netrunner*, its CCG based on R. Talsorian's *Cyberpunk* RPG, this August. This set will be identical to the first except for the card borders.

Matt Forbeck has worked on WildStorms and Deadlands. Check him out in InQuest's "On the Shelves" most every month. Lester Smith designed the Dragon Dice and Chaos Progenitus collectible dice games, among others. His roleplaying column will debut in next month's InQuest.

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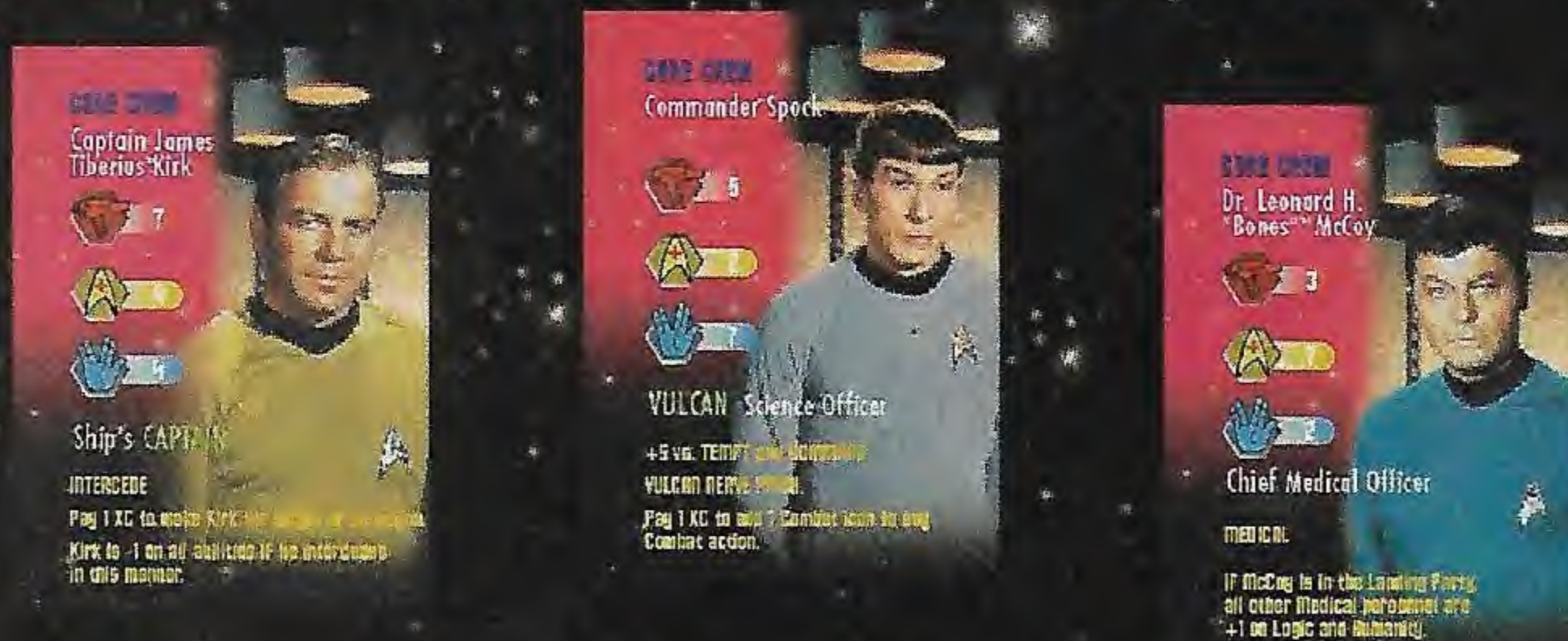
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The Prime Directive

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Fler/SkyBox International and Paramount Communications and their immediate families, as well as Romulans, Wesley Crusher, The Salt Vampire, Cardassians and Horta or any other rock-shaped creatures needing medical attention. Print your name, date of birth, address, city, state, ZIP code and telephone number with area code on the official entry form or a 3-by-5-inch index card and write in your entry. Enter as many times as you like. Mail each entry separately to: "Space...The Final Frontier" Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes will be awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by September 30, 1996.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing among all properly completed entries by Wizard Press. Drawing will take place on October 15, 1996.



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"Dammit, Jim! I'm a doctor, not a

STAR TOURS



by Rick Swan

How a *Star Wars* card is made

In the darkness of his spacious office, the lights dimmed so as to focus attention on the blobs of blue and gray flickering across the screen, Dan Burns looks less like a graphics designer than a police scientist scrutinizing strands of DNA.

"There," says Burns, the 37-year-old vice president of Decipher Inc. and creative director for the *Star Wars Customizable Card Game*. He leans back, eyes riveted on a hazy image of a humanoid with the head of a house fly. "He's in the cantina scene from the first 'Star Wars' film, but you can barely see him. He became our Tzuzfft card."

"Most people," he adds with a smile, "don't know he's in the movie."

It's a magic trick of sorts, isolating bits and pieces from the shadows of a 20-year-old film, sprucing them up, then turning them into game cards. Tzuzfft may be unknown to movie buffs, but he's available to gamers in all his fuzz-faced glory as one of the 162 cards in the *New Hope* expansion for the *Star Wars* CCG which debuted in June.

Decipher, also home to the *Star Trek: The Next Generation Customizable Card Game*, doesn't look like a magic parlor. Sandwiched between a pair of dilapidated shops on a nondescript street in downtown Norfolk, Va., it's the kind of place you could pass a thousand times and never notice. Open the plain glass door, however, and it's like you've stepped into a secret wing of the U.S.S. *Enterprise*, a four-story high-tech tangle of sleek corridors and serpentine stairwells. Soft light spills from the high black ceilings, washing over animation cels of Bugs Bunny and Daffy Duck that adorn the glossy white walls. Throughout, it's library-quiet, broken only by the distant clicks of computer keys.

Here, a staff of 35, tripled in number since 1994 and the success of the *Star Trek: The Next Generation* CCG, labors to put the finishing touches on the latest batch of *Star Wars* cards. It's an enormous undertaking, a three-stage process involving graphics, rules and lore development, with all three stages occurring more or less simultaneously.

Let's see, step by step, how they pull it off.

GRAPHICS

1. PRELIMINARIES.

"An expansion like *New Hope* takes the art department about four months," says Burns. He begins with a concept list from the product development team. "For a 162-card expansion, I get about 220 ideas, mostly vague descriptions like 'a card that can fire weapons.'"

Burns produces a fat loose-leaf notebook. "This is our bible for *New Hope*," he says, thumbing through page after page of black-and-white photocopies. From these hundreds of images, most from the first film, he makes preliminary matches with ideas from the concept list. Though Burns went down a similar road for the *Star Trek* CCG, *Star Wars* has been a tougher trip. For *Star Trek*, he had more than 150 hours of video footage from which to cull images. For *Star Wars*, he has less than three hours of film.

2. FILM EDITING.

At the far end of the graphics floor, beyond the work station where the Decipher website is under construction, stands a sunless room dominated by a bulky film-editing machine, big enough to double as a paperweight for Godzilla. Leslie Burns, Decipher production manager (and Dan's sister), watches the overhead monitor as a reel of 70-millimeter film unspools on the editor's desk-top. She's looking at the original "Star Wars," a first-generation print provided by George Lucas. "Editors for 70-millimeter are no longer readily available in the U.S.," says Leslie, clad in stylish black from head to toe. "If it breaks down, people from Germany have to fix it."

On the monitor, a flustered C-3PO takes a few steps, stops, then moves backwards as Leslie toggles the sequence back and forth. "C-3PO's definitely my favorite," she says. "He always seems so defeated."



Leslie splices images from the original 70 mm film on the editor.

Finding a frame she likes, Leslie freezes it, tags it with tape, then splices it out—a process she's repeated more times than she can count. "We've culled over 1,000 frames for *New Hope* alone," she says, replacing the clipped frame with a blank slug so the frame numbers will remain in sequence. "We try to grab scenes that people haven't seen." While most would assume these are out-takes or unused footage, Decipher actually lifts obscure images from the background that viewers barely glimpse when viewing "Star Wars."

Some scenes prove more aggravating than others. "The cantina was very, very dark all around. We knew the aliens were in there. We could see some highlights and the shapes of their heads, but couldn't see them in color." A frame-by-frame hunt turned up nearly 40 different specimens.

Certain characters also decline to cooperate. "For Leia's character card, we wanted an image that was serious but still attractive. In the Death Star scene, we found a close-up. We had at least 30 frames to pick from, but there was literally only one frame that looked right." All told, the initial cutting for the premiere edition takes about two weeks. Another week or so is devoted to *A New Hope*.

3. CD SEARCH.

While his sister clips frames, Burns combs a stack of photo compact discs, searching for odds and ends. "I have about 30 CDs from the Lucasfilm archives. I look for behind-the-scenes stuff," says Dan. Each CD contains about 100 images that didn't necessarily find their way into the movies: production models, out-takes and make-up tests. On his computer screen, Burns displays a grainy gray photo of a giant praying mantis. "This is Kitik Keed'kak. We're looking at a picture of the puppet." The strings are still visible. "For the card, we colorized him—green, of course—then dropped him into the bar setting." Tzuzfft the fly was also taken from a CD photo, as he was too muddy in the movie.

4. SCANNING.

Dan Burns sends the film clips and photos to Spencer Printing in Richmond, Va. to be scanned, a process that digitizes the images and transfers them to computer discs. It takes about four days to do 100 scans.

The images are scanned and stored on CDs for easy access.



5. RETOUCHING THE EASY ONES.

After the images have been scanned, they're ready for retouching. "All of them need retouching," says Dan. "Some a little, some a lot." Grain and wash-out, which give the images the appearance of faded photographs, make the job especially tough. "That's just the nature of film," he shrugs. "We didn't have these problems with 'Star Trek'—it's dig-

ital video." For a 162-card expansion, close to 400 images will be retouched. Some may be redone five or six times. The retouching phase lasts at least two months. "We always hope it'll go faster, but it usually doesn't."

Though Dan Burns oversees the operation and makes the final decisions, a good chunk of the work falls to computer artists Rob Burns (no relation to Dan) and Joe Boulden, who occupy adjoining

Often the images lifted from the film are dirty or grainy (below), after the Decipher team enhances the image, it's often better than new (right).



work stations separated by a tall partition with a glassless window. Perched in the window is a Conehead action figure, which Joe occasionally swaps for Darth Vader.

The 29-year-old Rob, a graduate of Virginia Commonwealth University, recalls how he hooked up with Decipher. "I answered an ad in the newspaper. I didn't even know it was a game company." That was 10 months ago. Since then, Wookiees and droids have pretty much consumed his professional life.

He sets aside his headphones—he's been listening to the "Phantom of the Opera" soundtrack—and turns to his Macintosh. Instead of a mouse, Rob uses a digitized tablet, a plastic slab the size of a place mat. By moving a digital stylus (or light pen) over the tablet's magnetic field, he manipulates images on the screen. Like all Decipher artists, Rob has access to computer power of staggering proportions; for *A New Hope* alone, the system stores digital information equivalent to 5,000 sets of the *Encyclopedia Britannica*.

A flick of the stylus and a pilot in a cockpit fills the screen—*A New Hope's* Gold 2 Pilot, to be exact. "It started out as a frame in the movie from the Death Star scene, a Y-wing going down a trench," says Rob. The image looks bleached and faded. "We can adjust four levels of color: black, cyan, magenta and yellow," he adds. Rob isolates the pilot's helmet with a stylus flick, then activates the computer's saturation tool (which "heightens" an image's

color). Instantly, the helmet changes from a near-brown to a vivid orange. A few tweaks of the black level sharpen the pilot's features. The smear tool adds a bit of texture. The whole process takes about 20 minutes.

Rob removes the pilot and replaces him with a scene of a squat droid, R5-A2, who appears as a card in the premiere set. "He

was at a traffic stop outside the cantina in the first film," says Rob, moving the stylus in a circle to highlight the droid, isolating him. He blurs the background for a 3-D effect, then punches up the color to make the droid bright yellow. It takes less than 10 minutes.

6. RETOUCHING THE HARD ONES.

Not every retouching goes so smoothly. Joe, a 31-year-old Virginia native and "Star Wars" fanatic, says major surgery on a troublesome image can take up to two days. With a click (he prefers a mouse to a stylus) he summons a bluish blob to his screen. "It's a personal landspeeder. In the film, it's parked behind the cantina. You'd never notice it," he says. West End Games, the Pennsylvania-based company responsible for the *Star Wars* roleplaying game, identified it as a Mobequet. A publicity photo dug out of the Lucasfilm archives provides a look from a different angle.

Thus armed, Joe attacks the image with Photoshop software. He isolates the Mobequet and paints over it digitally, eliminating much of the grain and dirt. He adjusts the contrast "like a TV set" and blends the colors with the smudge tool. "It pushes colors around. It's kind of like finger-painting," says Joe. He then shapes the contours with a draw tool, repairs a broken headlight, then adds more color.

"Now I need to put it on a street," he says. He calls up a street frame from the Mos Eisley sequence, "right after the guards tell Luke and Obi-Wan they can pass." With the path tool, he highlights the Mobequet, lifts it out of its old frame and drops it in the new one. A few erasures, a couple of corrections and he's done. The completed card, part of the *New Hope* set, shows an image that didn't appear in the movie. "But if we do our job right, you'll think you're seeing something you remember," adds Joe.

7. PLAYTEST SETS.

Dan Burns spends a week or so supervising the



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LORE

The design team also handles the lore descriptions found on every card—once again, this process often occurs simultaneously with the nearly year-long design of a CCG. “We make up a fair amount of the lore,” says Campbell. “You get stuff from us you can’t get anywhere else.” Campbell works closely with Bill Smith, George Strayton and Paul Sudlow at West End Games. “They act almost as the research arm of Lucasfilm. When we define a card we want to include, we ask them for information.” Data is also collected from Lucasfilm and books like Bill Slavicsek’s *Guide to the Star Wars Universe*. Campbell’s team puts it all together and, with Lucasfilm’s approval, makes the final decisions.

Aliens require extra attention, since there’s not much about them in the movies. Take Tzuzfft, for instance. Recalls Campbell, “West End didn’t know too much about him. So we decided that because he’s a fly, he gains power at the trash compactor. He also gains power when he’s around Grand Moff Tarkin, because of a scene in the movie in which Leia says, ‘I recognize you from your foul stench.’” The team also determined that Tzuzfft is male, and that he’s hiding from the Imperials on Tatooine. In all future films, novels and other spin-offs where Tzuzfft appears, his card will be used as a primary reference.

Kal’Falni C’ndros, the “chicken-legged” alien from the premiere set, posed another challenge. “There’s absolutely nothing in the film about it,” says Campbell. “All you see are legs walking across the frame [outside Mos Eisley spaceport]. So we decided it had to be tall, and that it looked like a bird.” They also decided it was a warm-blooded, 3.5 meters tall and—what the heck—an egg-layer. And they added a rule preventing it from boarding starfighters. “Because it’s too big. We were laughing when we came up with that,” says Campbell.

9. FRAMING.

Surprisingly, the colored borders on the card fronts are not computer-generated. Instead, Dan Burns contracted a sign company in Los Angeles to manufacture several aluminum frames, each about the size of a briefcase. “We photographed them, and then added dings and dents in the computer.” The cards receive their frames about a month into the design process. Why go to so much trouble? “A lot of CCGs look alike to me,” says Burns. “Besides, we never would’ve gotten the light right if we did it all in the computer.”

10. EASTER EGGS.

Fans of the *Star Trek* CCG might remember the Rascals card, which showed some kids peering through a tube with a sign overhead reading: “You Must Be This High to Ride This Ride.” Decipher calls this an Easter Egg, a graphic enhancement added just for laughs. During lulls in the retouching phase, the computer artists sneak in the eggs. The *Star Wars* premier set was egg-less, but *New Hope* has about a half-dozen. So where are they? Decipher isn’t telling.



This image required heavy retouching: it was recolored and placed in a new background.

construction of 20 sets of low-resolution playtest cards. The completed sets go to the product development team.

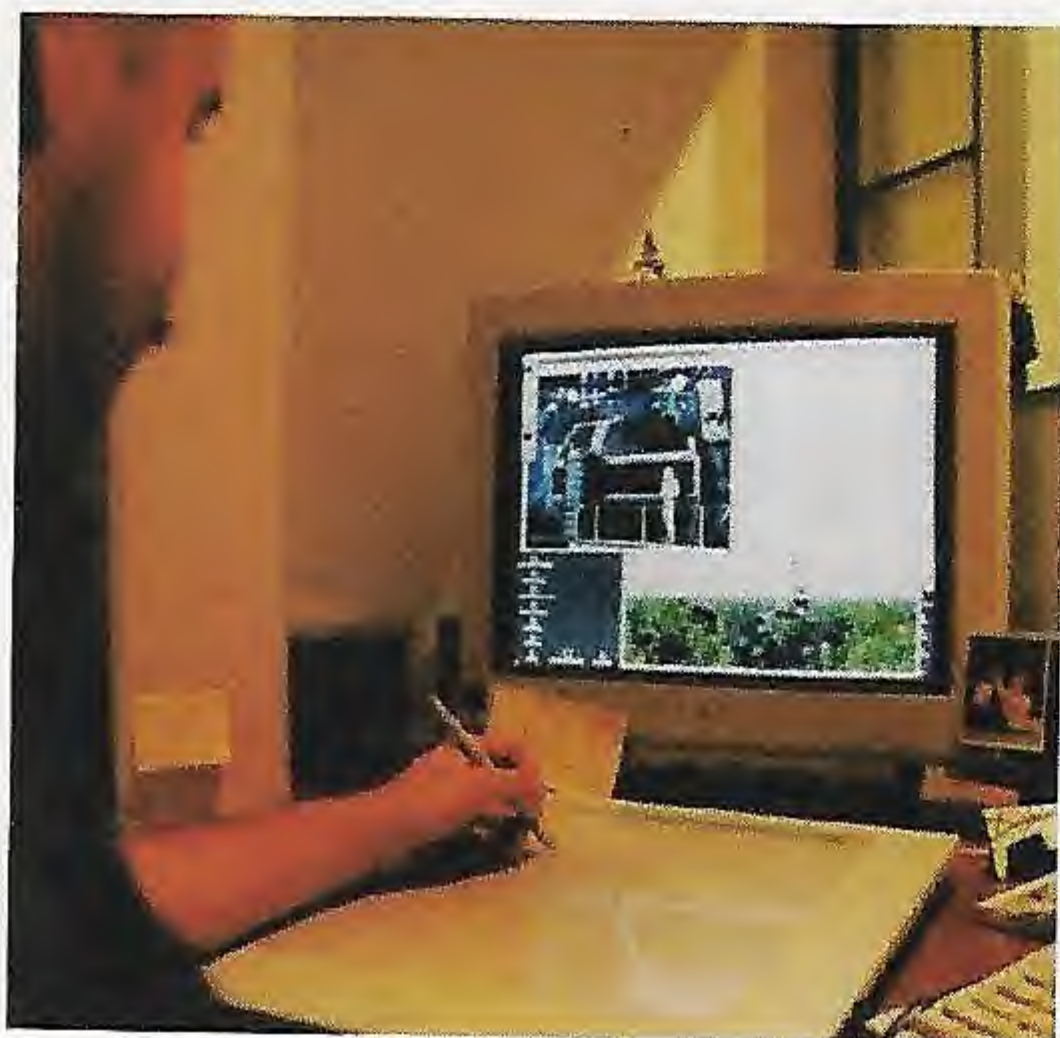
8. IMAGE CONSTRUCTION.

Burns then turns his attention to perhaps the most demanding step in the entire process. “At this point, we still have some blanks,” he says, referring to cards requiring images unavailable in the film or the photo archives. “These images, we have to construct.”

“We did four or five totally new images for the premier set,” says Joe Bouden, scrolling through the seemingly endless list of card titles on his screen. “We’re doing about the same number for *A New Hope*.”

Case in point: the T-16 Skyhopper. Rob Burns opens a copy of *The Best of the Lucasfilm Archives* by Mark Cotta Vaz and Shinji Hata and points to a drab spacecraft illustration. “The T-16 was intended for the movie,

Some images were created from scratch. Rob gets ready to add a ship he created to an altered background.



but Lucasfilm abandoned it,” he says, “so I have to make one on the computer.”

First he creates the ship’s skeleton, a cluster of geometric shapes. Using the book as reference, he fills in the ship’s tail, colors it, then adds dents, rivets and recessed screws. For the background, he locates a frame near the end of the film—a guard looking over a jungle on Yavin. He erases the guard, then blurs the trees to make the ship look like it’s actually moving. Start to finish, it takes him a week.

Rob gives a similar treatment to Ghhhk, an obscure piece from the holographic chess set. “This one’s based on a model photo from Lucasfilm.” After manufacturing a suitable likeness, Rob brightens the colors, then gives it a transparency effect to make it look holographic.

Joe based his TIE Scout, a vehicle that isn’t in the film but appears in the premiere card set, on a drawing from the *Star Wars* roleplaying game. “I took the picture, stretched it, angled it and added pieces to the tail. Then I painted it.” How about the planets? “We make most of them up,” says Joe, citing Kessel as an example. “West End said Kessel was vaguely potato-looking. So we got a potato . . .” he laughs. “Not really.”

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RULES

In his comfortable office on the executive floor, vice president of product development Ross Campbell has nothing but praise for his design team, the folks responsible for the game rules. "We have a great synergy," says Campbell, a boyish 38-year-old who came to Decipher following a stint as a video producer. The rules, he explains, are developed in tandem with the art—a process involving multiple steps and many weeks. And as is often the case, rule design evolves throughout the game design as alterations and changes are made concurrently.

1. Brainstorming.

"We begin with some central themes," says Campbell. "For the premiere set, we wanted to set up the foundations, establish the dark versus the light. For *A New Hope*, we want to blow up planets and introduce the Death Star." Decipher executives Warren Holland and Cindy Thornburg help shape these concepts, as do independent designers Rollie Tesh and Tom Braunlich. "Everybody in the room throws out ideas. We keep track of them on a blackboard." Within a month, they have an preliminary list of card concepts, which will be shared with the art department.

2. Outlining.

Braunlich spends a week outlining the rules. Over two days, the team reviews the outline and roughs out game mechanics. By this time, staffers Jerry Darcy and Bill Martinson have come aboard. As game designers, Darcy and Martinson define the play aspects of the game. "We're in good shape at this point," says Campbell.

3. Card Text.

Mock-ups of the proposed cards are projected on a wall and studied by the team. "We talk about the text, card by card," says Campbell. This takes at least 10 days. "By then, we know which concepts need more work."

4. Initial Playtest.

About 16 individuals from around the country gather at Decipher for three days of intense playtesting. Afterwards, the design team interviews them for about four hours and also asks for written comments. During the premiere set tests, the players had questions about the force drain, destiny numbers and other details. "We had an immediate overwhelming sense of... 'Oh my God!'" laughs Campbell. "But in a three-hour meeting, we found enough tweaks to correct all the problems." After evaluating a test, the team spends a week integrating the players' comments into the design.

5. Internal Playtest.

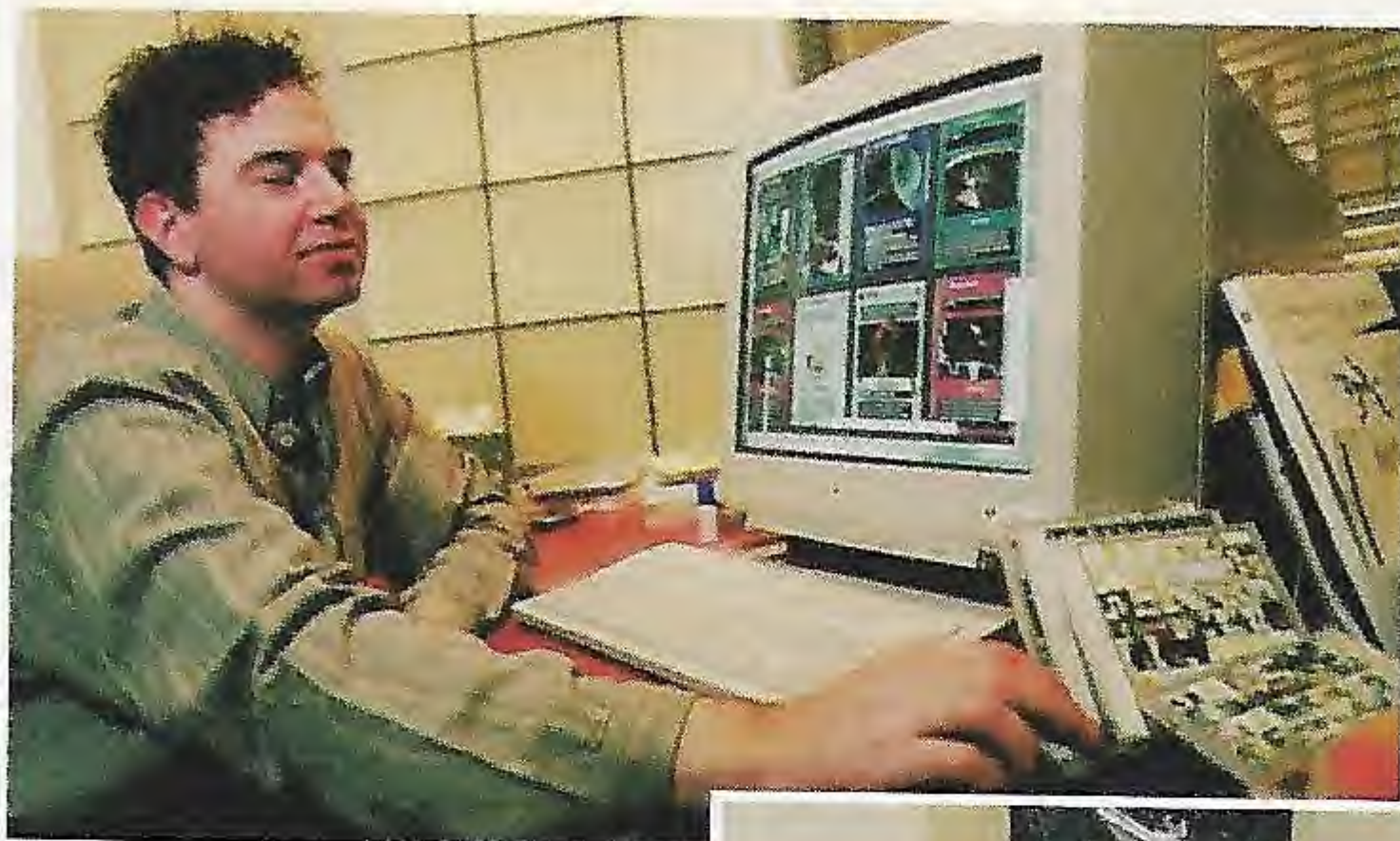
Using the corrected rules, a dozen staffers conduct four days of follow-up playtests. "By now, we're pretty close to being done," says Campbell. Bill Martinson spends two days editing the text.

6. Lucas Approval.

Campbell bundles the text with the images from the art department and sends them to Lucasfilm's Stacy Mollema. "She comes back with great comments," says Campbell. She pointed out, for instance, that ship names like *Millennium Falcon* must be italicized.

7. Wrap-Up.

The team pours over the press sheets, deciding which cards will be rare and which will be common. "It's complex," Campbell admits. "We get emotional about it. We tend to have too many rares." Additionally, Campbell works out any technical problems with the Carta Mundi printers. With more than four months invested, he finds it hard to let go. "The worst part is coming to closure, finding a point to stop."



Dan sets up the cards Quark files (above) for final printing, and Joe (right) models the press sheets.

11. LUCAS APPROVAL.

After the initial round of playtesting, all images and text are shipped to Lucasfilm, just outside San Francisco. Lucasfilm's Stacy Mollema takes about two weeks to make sure everything is true to the spirit of the films. To date, Mollema hasn't vetoed anything, though she occasionally requests minor revisions. Decipher, for instance, pictured the Jawa Blaster on some rocks. For aesthetic reasons, Mollema wanted it on the ground. Decipher complied.

12. PRESS SHEETS.

Using Quark Xpress editing and typesetting software, Dan Burns spends a few days working up a series of 12" x 17" reference sheets (a visual guide for last-minute changes and corrections), each devoted to a specific card category, such as Aliens or Rebels. At this point, color and type changes can still be made.

Once he's satisfied with the reference sheets, Burns invests a week preparing six press sheets, each consisting of 120 cards. Arrangements on the press sheets determine whether a particular card will be common, uncommon or rare. Burns spends another week getting the film ready, then approves the final color separations at Spencer Printing.

13. PRINTING.

Burns packs his bags for Belgium, where the cards are printed. "I go to Carta Mundi about four or five times a year. I'm there for two weeks for press approval," he says. Any problems? "Sometimes we see something we missed." And then? "We shut everything down, and start again the next day."

14. DOWNTIME.

Back in his office, Dan Burns contemplates the future. With *A New Hope* behind



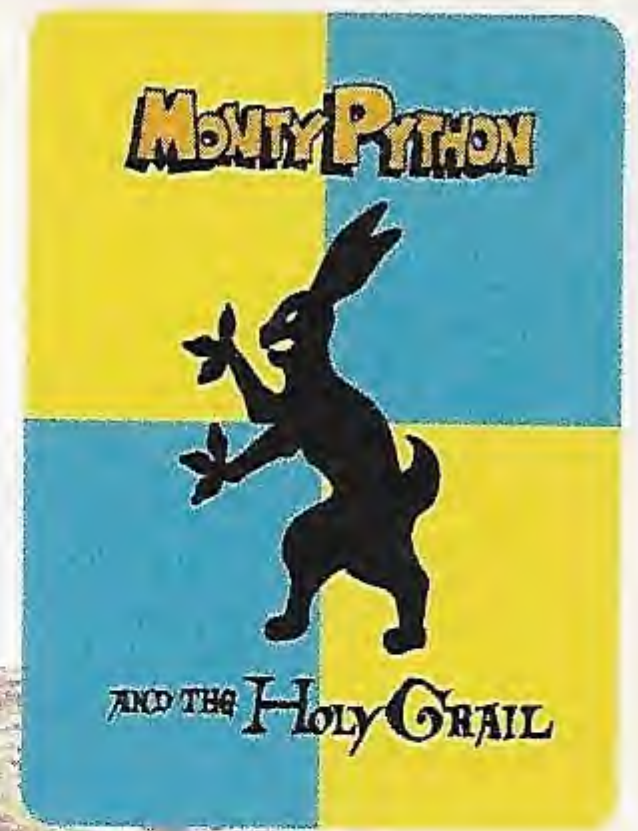
him, he has three Star Wars expansions scheduled for 1997: *Dagobah*, *Bespin* and *Shadows of the Empire*. And there's more on the way for *Star Trek: Q-Continuum* in September '96, and *Holodeck Adventures* and *All Good Things* next year. While a CCG can take from six months to a full year to complete from inception to printing, the process for developing one expansion set often occurs during the various steps of creating another. Many times, the art development staff likes to work on different projects at the same time rather than lose interest or become bored with a single job.

For now, however, he's focusing on *The Empire Strikes Back: Hoth*, a Star Wars expansion due this fall. He anticipates headaches. "In the Hoth section of the movie, they used a filter to create a snowy atmosphere. We'll have to clear all that out," he says.

But judging from the gleam in his eye, he doesn't seem too worried. Maybe he's already figured out how to get rid of the snow. Or maybe he's remembered where to find another Tzuzfft.

Unlike Tzuzfft, Rick Swan does not have the head of a fly. He does, however, have cute little antennae.

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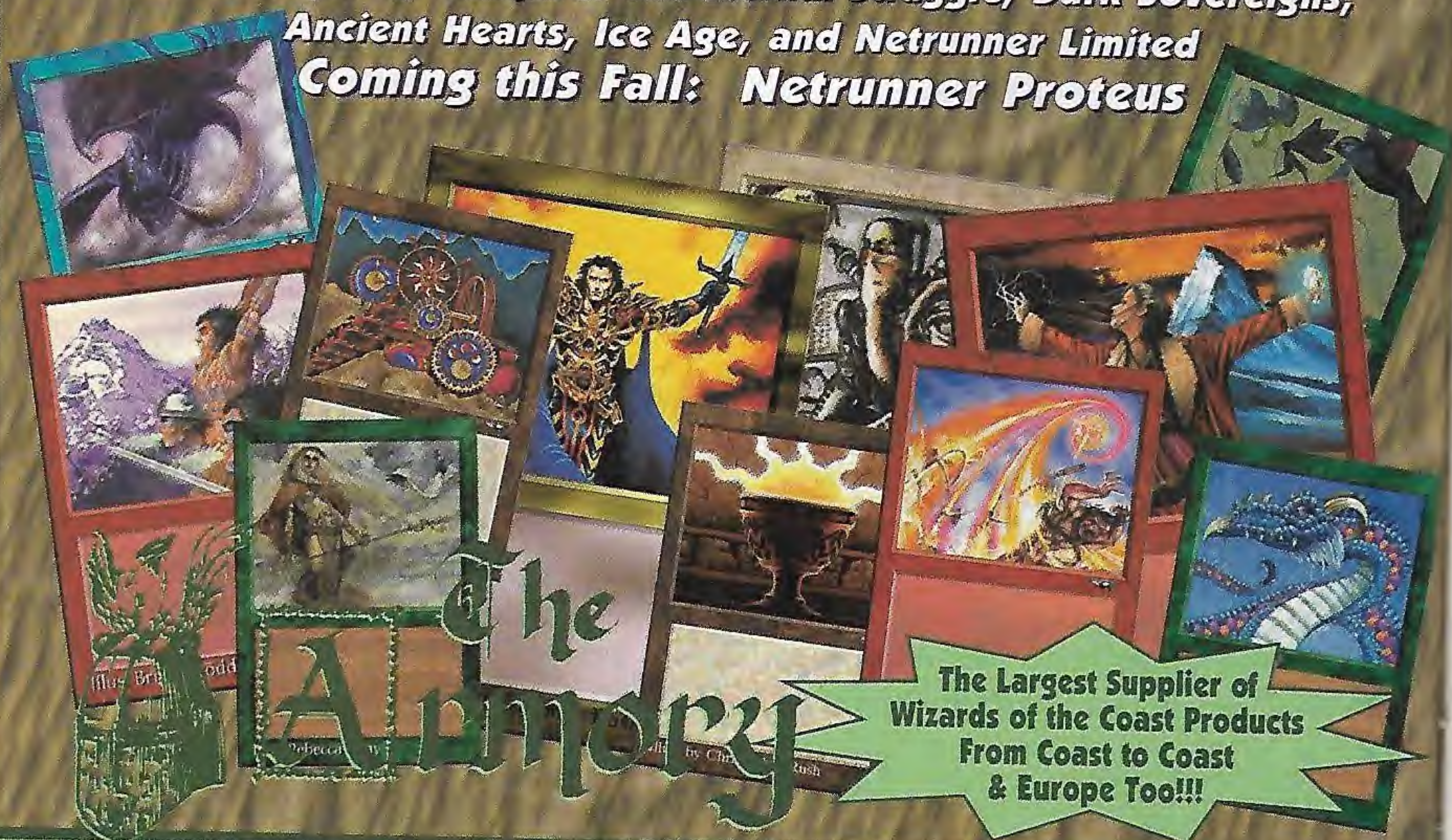
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SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS

by Jason Schneiderman



Playing Strategies

The Beginning, the Middle and the End. Unlike most trading card games, *Netrunner* doesn't divide itself into "phases." It's either your turn, when you can take actions, or it isn't, and you can only respond to actions taken against you. Simple, neh? Still, individual contests of *Netrunner* tend to divide themselves into four stages:

- **The Early Game.** This starts with the corp's first turn and lasts until at least three of his important data forts are protected by ice. At this stage, the game is pretty much based upon luck. The corp has little ice, the runner has few icebreakers, and any agenda scored is due to random plucking from R&D or HQ. The runner has a slight advantage here—the corp is largely undefended—and should press it.
- **The Mid-Game.** At this point, the corp has ice on R&D, HQ and at least one subsidiary data fort with something good inside. This is when the corp gains power quickly: The runner needs icebreakers and bits to power them, which means he can't make as many runs each turn. The corporation should be doing everything it can to advance its agendas quickly before the contest passes into...
- **The Late Game.** Both sides are evenly matched, and it becomes a matter of who can get the right combination of bits, ops and preps in hand to deliver the coup de grace. If both players are evenly matched, the game will end in

Netrunner
PUBLISHER: Wizards of the Coast
DESIGNER: Richard Garfield
GENRE: Cyberpunk
SET SIZE: 374 cards
PACKAGING: Starter sets containing one 60-card corporate deck and one 60-card runner deck; 15-card booster packs
SUGGESTED RETAIL: \$17.95 per starter; \$2.95 per booster



Basics training

this phase. If the runner completely outclasses the corp, the duel may be pushed into...

- **The Too-Late Game.** The runner has enough bits and icebreakers to make the corp's ice irrelevant.

The goal of the corporation should be to get to the mid-game as soon as possible and end it there. If the runner can't win very quickly he'll need to dig in for a prolonged fight.

A Bit is a Card is an Action. One of the best features of *Netrunner* is that all the cards are useful; I haven't yet seen a completely useless one. Still, some cards are more efficient than others. If you follow the principle that a bit, a card and an action are all worth the same, you'll seldom go wrong. For example, the prep *Score!* says you spend five bits to gain nine. Sounds cool, eh? But you've also got to factor in drawing the card and spending the action to play it. So, actually it's 1 action + 1 card + 5 bits = 9 bits. Seven for nine's still not bad, but it's not quite the deal you thought.

Run, Forrest, Run. Runners should run. It's the only way they can win the game. In the early game, a runner should be making runs at least twice a turn—once on R&D, once on HQ. If you have the actions to spare, run again on HQ—it's another chance to uncover that agenda the corp's been hiding. You should also hit the archives at least once or twice a game, too, in case the corp makes the mistake of hiding agenda there. (I shouldn't have to tell you about the joys of the *Shredder Uplink Protocol*.)

Still, you have to run smart. If you're going to jack out anyway, don't bother to break "end the run" subroutines. If you can't do anything once you're inside a data fort, don't bother

running it. And *always* save one action at the end to shed tags.

Corporators: There's not much I can say to help you here, except that if you don't have two pieces of ice out on the first turn, you might as well lay out the welcome mat and bake cookies for your inevitable guests. Unless you have no agendas in hand, make sure to protect HQ first—R&D has lots of agendas, but a runner's only going to get one of them.

Psychology 101. Once the corp gets to the mid-game, the secret to victory is bluffing. Nobody needs to know you can't use that *Mastiff* you just installed in front of HQ. It's face-down—it could be a *Data Wall* for all the runner knows.



"Hey, my 3-D glasses are on backwards... I can see my brain!"

Similarly, put ice in front of every data fort, even the ones that contain setups and ambushes. An unprotected fort screams "Trap!" and it's just so much fun watching a runner spend all his bits breaking through layers of ice just to run into an *Experimental AI*.

Does this mean the runner is doomed to finding out secrets the hard way? No sir. *Hunt Club BBS* is an invaluable prep; for one bit and an action, you can expose up to three of the corp's installed cards. *Mouse* and *SeeYa* are programs with similar effects.

Money Makes the World Go Round. Nothing happens in *Netrunner* without bits. Ice doesn't get rezzed, agendas don't get advanced, programs don't get installed and—most critically—tags don't get shed. Always keep a close eye on your

opponent's bit pool and potential bit sources, like nodes or hardware.

Do Not Be Distracted by Shiny Objects. This tip is for newbies who've just discovered the fun of hanging with their new friend, *Mantis*, at the *Junkyard BBS*. Because of experiences with a certain other card game, many runners are entranced by the possibility of infinite combos. "Wow! I can use these cards to cycle through my stack and find any card I want!"

Snap out of it. Yes, it's possible to fetch cards out of

Netrunner Card Analysis

- A. Card Name:** Once again, the name of the card. It's what you tell the guy behind the counter at the card shop to hand you.
- B. Installation Cost:** How many bits it will cost to install this card or put it into play. *Broker* costs three bits to install.
- C. Art:** Okay, so it's not a holographic laser-printed vidchip. It's still nice to look at.
- D. Keywords:** The adjectives that tell the nature of the card. Many game effects are only useful against cards with specific keywords. For example, *Broker* is a resource, which means that the corporation can trash it for two bits if the runner is tagged.
- E. Effects:** What you can use the card for once it's installed. The symbol or symbols before the colon give the cost necessary to trigger the effect. In this case, you spend an action to place three bits on *Broker* and another to take all the stored bits into your pool.
- F. Illustrator:** The artist responsible for the art.

A Broker

B 3

C

D Resource-Connection

Each of your turns, you may take only one action to use Broker.

• : Put 3 from the bank on Broker.

• : Take all the bits from Broker.

E

F Illus. Armand Cabrera
© 1995 Wizards of the Coast

your stack repeatedly. Guess what? It's not that great a deal. You're spending an action to call Mantis, another to install the sought-after card and a third to bring Mantis back, not to mention however many bits you've just used. While you're riffling through your hard drive, though, the corp is busy advancing agenda.

And don't think you corporate types are immune to this. A perfect example is the pride and joy of many a newbie corporator: I've Got A Rock. Yeah, you got a rock all right. But whatcha gonna do with it? Sure, it's a whopping 15 points of meat damage. But you have to spend three agenda points to power it. At the beginning of the game, you don't have them to spend. When you finally get them, any runner who isn't an idiot will have some protection in play.

In other words, just because a card is flashy or rare doesn't mean it's a must-play.

Know Thy Enemy. In *Netrunner* tournaments, players alternately play the corporate and runner sides. This is a good idea for two reasons. First, it puts a damper on the "Corp has it easier/Duh, netrunners do" arguments. Second, and more importantly, it makes for better play. If you see a killer tactic used against you, not only can you protect against it for next time, but you can swipe it for yourself. Never be afraid to borrow good ideas from others—after all, isn't *Netrunner* all about stealing information?

Deck Construction

Netrunner decks, like Pop-Tarts, are good right out of the box. But when you decide to start building your own decks, here are some effective concepts to consider.

Corporate Decks

- **Flatline.** Also known as the Tag 'Em and Bag 'Em Deck. The object of this deck is to burn the runner as quickly as possible. Use cards like Audit of Call Records, Chance Observation and City Surveillance to give him tags, and then ops like Urban Renewal, Scorched Earth and Punitive Counterstrike to make him go boom. This is an easy deck to build for a beginning corp. Trouble is, it's common enough that most experienced runners are prepared for it. To defend against it, use the Fall Guy and Wilson, Weeflerunner Apprentice. Better yet, find a few Arasaka Owns Yous or an Emergency Self-Construct.

- **Speed Agenda.** This deck is packed with agendas with a difficulty of three or four, lots of bit gainers like ACME Savings and Loan and Accounts Receivable, and advancement accelerators like Project Consultants or Team Restructuring. The goal is to work through your agenda requirements before the runner is powerful enough to break the ice.

- **Poverty Sucks, Executive Version.** Keep the runner poor and you keep him weak. Key cards include Closed Accounts, Red Herrings and ice like Ball and Chain.

This Hunters and Hounds deck is a twist on the flatline deck. Rather than the usual ka-boom effect, it relies on human-delivered meat damage and the seldom used 'dog programs. The goal of this deck is to get the runner to run through the Puppies of Purgatory, dying long before he has a chance to reach your agendas.

- Keep the runner poor by tracing like a fiend. It doesn't matter if he avoids every tag. You're still forcing him to spend bit after precious bit.

- If there's a data fort that you absolutely must keep safe, like HQ or R&D or that mostly advanced agenda, use Endless Corridor as the last line of defense. If the runner's spending his bits to break the 'dog subroutines, he won't have enough to stop the two run-enders.

- Like all tag 'n' bag decks, Hunters and Hounds is vulnerable to cards that remove tags and prevent damage, like Wilson, Weeflerunner Apprentice and Corporate Bodyguard. Use the Detective Agencies to get rid of them as soon as possible.

- Hunters and Hounds is also seriously hurt by the Dogcatcher icebreaker. However, so few people use 'dog programs that even fewer runners pack them in their stacks.

- Solo Squad. With a rez cost of zero, this node is best used as a surprise dose of damage. Use an action to install it, then take two to let the bullets fly. Don't bother wasting ice to defend it—save it for your important data forts. If the runner wants to trash it, let him—it's four bits he can't use to get rid of tags or avoid traces with.

- Overtime Incentives and Team Restructuring add speed to the deck. If you can place an agenda and advance it to completion during the same turn, do so. If not, try leaving it unadvanced. More often than not, the runner will think it's a trap lying in wait and avoid it. Of course, in this deck, sometimes it is a trap. Sneaky, huh?

Ingredients

Agendas

- 3 Detroit Police Contracts
- 1 Netwatch Operations Office
- 4 On-Call Solo Teams
- 2 Private Cybernet Police
- 2 Strike Forces: Kali

Ice

- 2 Cani Major
- 2 Cani Minor
- 2 Cerberuses
- 3 Endless Corridors
- 3 Fetches 4.0.1
- 2 Hunters
- 2 Mastiffs
- 2 Rexes

Nodes

- 2 Hacker Trace Centrals
- 1 Schlaghund
- 2 Solo Squads
- 4 TRAP!s

Operations

- 4 Chance Observations
- 3 Corporate Detective Agencies
- 4 Efficiency Experts
- 4 Overtime Incentives
- 3 Team Restructurings

Upgrades

- 2 Dedicated Response Teams



training

Runner Decks

- **Send in the Clowns.**

Combine multiple copies of Clown and cheap icebreakers like Codecracker and Bartmoss Memorial and you can essentially run for free. Make sure you have lots of Daemons or MU enhancers. This one, too, is becoming expected. Antiquated Interface Routines are one way for the corporation to defend against a bozo deck, but

the best tack is to let the runner clown his way into an Experimental AI that you've advanced far enough to kill all his funny-men.

- **Ice Evasion and Destruction.** Why break ice when you can ignore or trash it? This deck relies on cards like Inside Job and Social Engineering to get past installed ice and then uses Core Command: Jettison Ice or Security Code: WORM Chip to trash it. This works well with the two interface cards and preps like Romp through HQ.

- **Poverty Sucks, The Home Game.** What can an aspiring datathief do to toss a monkey wrench in the plans of a money-grubbing corp? Try things like Anonymous Tip, Edited Shipping Manifests, Priority Wreck and the infamous Weather-to-Finance Pipeline.

Logging Off

And speaking of information, that's the last bit I have to download to you. No matter which side of the data fortress you're on, the key to victory is knowledge—and you've got plenty. Go forth and score agenda.

Jason Schneiderman, the newest member of the InQuest A team, thanks the contributors to the netrunner-l@oracle.wizards.com mailing list for their insight and information.



The Card to Get

What's the advantage of having an artificial intelligence in charge of your finances? Well, for one action, you can completely reorganize your central data structure. Think about it: You have five new cards in your HQ. Your archives get emptied and reshuffled in with your R&D. Any "inside information" the runner gathered during past runs is now completely useless! Sure, the agenda is only worth two points when scored, but that's actually a benefit—if the Netrunner manages to access it before it can be advanced, it's no great loss.

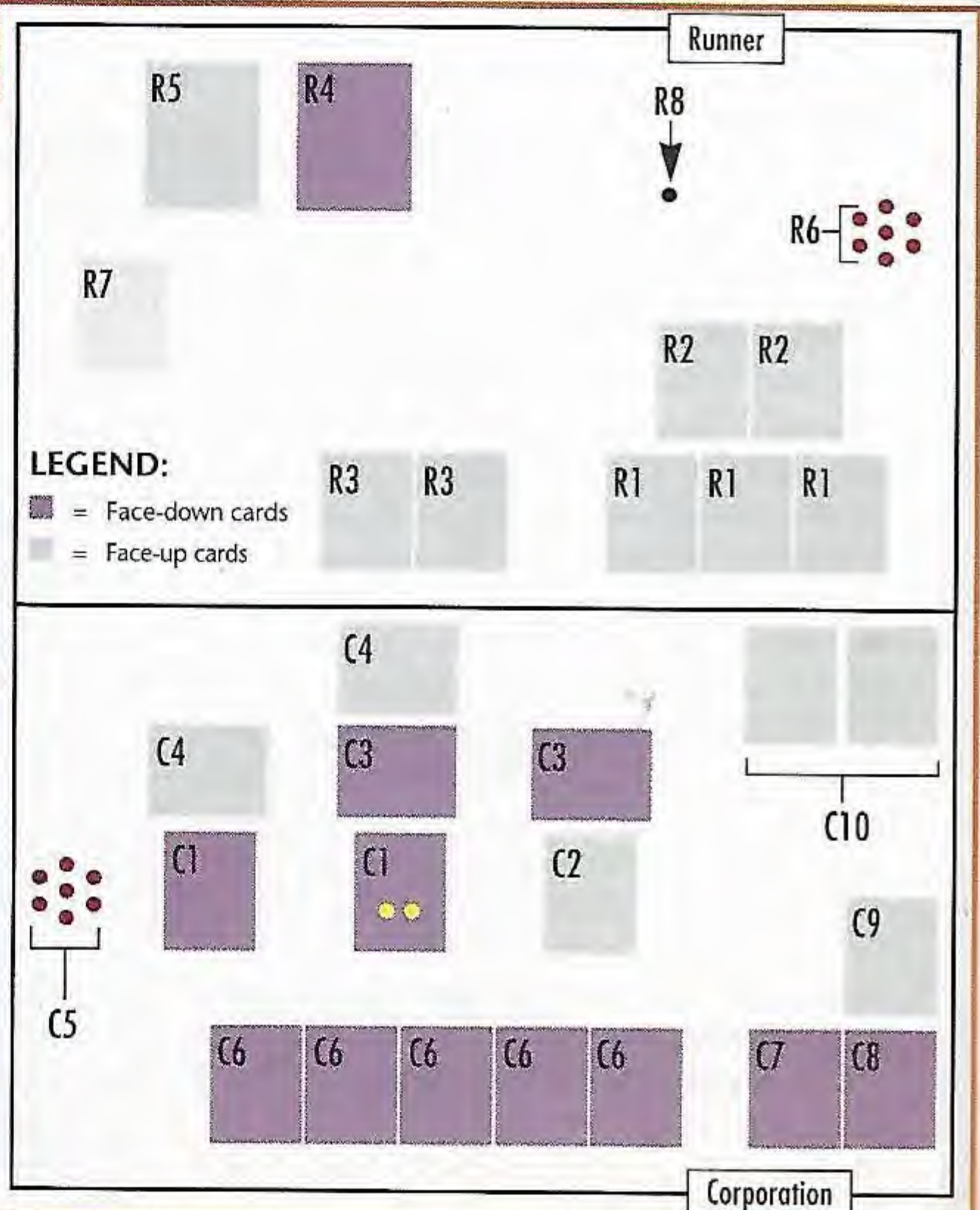
Playing Field

Runner Playing Field

- R1. Installed Programs:** Software that you can use.
- R2. Hardware:** High-tech toys.
- R3. Resources:** You've gotta have friends.
- R4. The Stack:** Aka "the draw pile."
- R5. The Trash:** Aka "the discard pile."
- R6. Bit Pool:** How much you have to spend.
- R7. Scored Agenda:** What you've taken.
- R8. Tag:** They're watching you...

Corporate Playing Field

- C1. Subsidiary Data Fort:** Where the agendas are. The middle one has been advanced twice.
- C2. Rezzed Node:** One of our branches.
- C3. Unrezzed Ice:** Probably something nasty.
- C4. Rezzed Ice:** Definitely something nasty.
- C5. Bit Pool:** Business is good!
- C6. HQ:** Headquarters, where our hand is.
- C7. R&D:** Research & Development, from where our cards come.
- C8. Unexposed Archives:** Where our cards go when they die, part one.
- C9. Exposed Archives:** Where our cards go when they die, part two.
- C10. Scored Agenda:** We're in business!





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myths & legends

Exploring the creatures and fables of folklore

MINOTAURS

BY ALLEN VARNEY

When dishonorable kings keep sacrificial cattle and neglect their wives, monstrous mutants often follow. That's the lesson of the Minotaur, which has the body of a man and the head of a bull.

King Minos of Crete prayed to the sea god, Poseidon, for a bull to sacrifice to the deity. Why would Poseidon want to send along a bull just so Minos could kill it? Well, to a god it must make sense. From the sea trotted a white bull so magnificent that Minos refused to sacrifice it. Angry, Poseidon punished Minos by making his wife, Pasiphae, desire the bull. Punish the man by cursing the wife: That's Greek myth for ya.

To fulfill her forbidden desire, Pasiphae held a bull session with the king's craftsman, Daedalus, who contrived a wheeled wooden cow. Pasiphae got inside, wheeled it to the bull's meadow—you never knew Greek mythology got this weird, did you?—and, well, consummated her desire.

Her monstrous offspring was Asteron, the bull-headed Minotaur (from "Minos"

+ "taurus," which is Greek for "bull"). Asteron was a savage, uncontrollable brute with a taste for human flesh. And your parents thought *you* turned out bad!

Minos didn't kill the Minotaur; he had malicious plans for his monstrous stepson. Minos instructed Daedalus to build a huge labyrinth to imprison Asteron—the first bullpen, as it were.

For victims to feed to the monster, Minos looked to nearby Athens, whose ruler had mortally offended him. (Minos' only son had been fatally gored by a bull while a guest of King Aegeus.) Invading Athens, Minos required a horrible tribute: Every nine years Athens must send seven youths and seven maidens to Crete, to go into the labyrinth to feed Asteron.

Aegeus' son, the hero Theseus, joined one such group of victims. Unwinding a ball of string given to him by Minos' daughter, Ariadne, Theseus bulled his way to the center of the labyrinth, found the Minotaur asleep and slew it—either with a sword Ariadne had given him or with his bare hands, depending on the account. Then Theseus rewound the ball to find his way out of the labyrinth. (Bulletin: Unlike Theseus or the Minotaur, Minos really lived. The foundations of his palace and maze still exist at Cnossos in Crete.)

Still, all wasn't a happy ending. After the death of the Minotaur, Ariadne sailed away with Theseus, but he left her sleeping on the isle of Naxos at the behest of a vision of Athena. (Another version has it that Theseus returned to the ship to perform necessary chores and got swept away to sea by a storm.)

For many years gaming followed the lead of *Bullfinch's Mythology* and made minotaurs evil monsters. *Advanced Dungeons & Dragons* makes them brutish, tremendously strong, perpetually hungry bullies with low animal cunning.

THE LORE

NAME: Asteron the Minotaur

ORIGIN: Greek mythology

DESCRIPTION: A bull-headed man—literally

HOME BASE: Underground labyrinth in Crete

FAVORITE FOOD: Humans
(especially youthful Athenians)

As you might expect, they're great at finding their way around dungeons. Always male, a minotaur mates with human females to produce male minotaur offspring. (They want our women!)

Magic: The Gathering changed that brutal image. Though the card itself isn't very powerful, Anson Maddocks' beautiful illustration for Hurloon Minotaur has become a mascot for Wizards of the Coast. *Magic*, especially the expansion set *Homelands*, portrays minotaurs as a primitive warrior society steeped in shamanic magic and ancestor worship.

The same primitive but noble image of minotaurs comes through on the *Guardians* card Minotaur [*sic*]. The tattooed barbarian has Conan-style hair and a bull head with implacable red eyes, plus a humongous battleaxe and an impressive 10 vitality. Trouble is, the Minotaur seems to be a free agent, because he doesn't help you control the spaces you need to win. Apparently he just wants to kick butt, never mind the cause.

Now that savage vampires and werewolves have become glamorous role-playing role models, we can be bullish on the minotaur's prospects. I'm working on a new game, *Minotaur: The Snuffling*, in which all the players are tragic, moody guys with bull heads. Supplements will allow characters to have dog, cat, goose and, depending on consumer feedback, roly-poly fish heads. If my game hits the mass-marketing bull's-eye, I expect to start raking in the bullion.

Game designer Allen Varney (APVarney@aol.com), author of the *Dragon Dice* novel *Cast of Fate*, had 10 more bull puns ready but ran out of space.



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See that box down there marked "Stuff to Find"? Well, find all 69 of those *Magic: The Gathering* items in the "Magic Treasure Hunt Con" centerfold found on the next two pages, circle 'em (use a red marker), fill out the coupon below and mail the whole thing (or photocopies of everything) off to:

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Balance	Ebony Rhino	Lhurgoyf	Orcish Oriflamme	Spectral Cloak
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MAGIC U.S. CHAMPIONSHIP

America's best compete for the national championship and a shot at the world title by Jeff Hannes

Just when we thought the Type II environment was getting stale, the top four *Magic* players in the country set out to prove us wrong. In a tournament where people expected mono-black Necropotence and green/white Ernhemgeddon decks to rule the day, the top four decks turned out to be anything *but* standard.

Just what do we mean when we say the top four decks were different? How about green/white with no Ernham, a Stasis deck where Kismet was the only white card and a black/red Necro deck with *no* Nevinyrral's Disks or Drain Lifes?

THE NATIONAL CHAMPION

It was the latter of these decks that took the day, as 27-year old Dennis Bentley (Necropotence deck) from Rochester, N.Y., swept 23-year old George Baxter (Titania's Song Deck) of Dallas, Texas, three games to none in the finals.

Bentley fought through the six preliminary rounds of Swiss

and the final 16 single-elimination format with a unique variation of the Necro-deck which had almost no defense and enough red to support four Lightning Bolts and a Fireball.

Bentley's biggest hurdle in the tournament was beating Jason Zila in the quarterfinals to secure a spot on the national team. Playing a

green/white Ernhemgeddon deck, Zila was the only undefeated player after the Swiss preliminaries. In the final 16 he beat Brendon Herzog's Necro-deck handily, and he walked all over Bentley in the first game of their match.

But Bentley fought back to win the second contest, and in the final game his opening draw included a Strip Mine and a Black Vise.

His next two draws were both Strip Mines. You can guess the outcome...

THE RUNNER-UP

Meanwhile, Baxter, well-known for his many strategy books on *Magic*, took down former U.S. National team member Peter Leiher two games to none, crushing him with a green/white Titania's Song deck. The deck relied on shutting down the opponent's mana sources with Winter Orbs, Icys and Armageddons, and then running him over with a hoard of Titania-transformed artifact creatures. (Anybody remember the *InQuest* Killer Deck back in issue #7?)

THE SEMIFINALISTS

Baxter's deck was certainly different, but the real surprise of the day came in the form of Stasis. Having heard that the Finnish National Championship had been won with a new type of Stasis deck, four top players attempted to recreate the deck. The combined efforts of Derek Rank, Matt Place, Michael Long and Michael Love produced Turbo-Stasis—a new form of Stasis armed with Howling Mines, Lim-Dûl's Vaults and Forces of Will, which ended up dominating the field during the six rounds of Swiss.

The only stumbling block the deck met in the preliminary rounds was when Rank ran up against Gary Krakower, the Great Lakes regional champion. Having played against the deck before the tournament, Krakower replaced two of his Blinking Spirits with Yotian Soldiers. It was the Soldiers that took down Rank, thereby preventing him from advancing to the final 16. The other three Stasis players made it past the first cut, and

U.S. CHAMPION

Dennis Bentley's Necro Deck

How it works: It's not your standard Necro deck, though the theory isn't all that different. Destroy your opponent's resources with Icequakes, Strip Mines, Hymn to Tourachs and Hypnotic Specters, then rely on the various Knights and Orders to bring your opponent down. The Lightning Bolts are actually the most defensive cards in the deck.

Quote: "I won because my deck did one thing—it killed the other person. I had nothing special in the deck at all. There were no funky two- or three-card combinations, except Necropotence and the Ivory Tower, and I only got that out two or three times through the whole tournament."

When asked why his deck didn't contain any Disks or Drain Lifes: "My deck may do the two-step, but it doesn't do the disco."

THE DECK:

ARTIFACTS

- 1 Black Vise
- 1 Ivory Tower
- 1 Zuran Orb

BLACK

- 4 Black Knights
- 4 Dark Rituals

- 1 Dystopia
- 4 Hymn to Tourachs
- 4 Hypnotic Specters
- 4 Icequakes
- 2 Knights of Stromgald
- 3 Necropotences
- 2 Orders of the Ebon Hand

RED

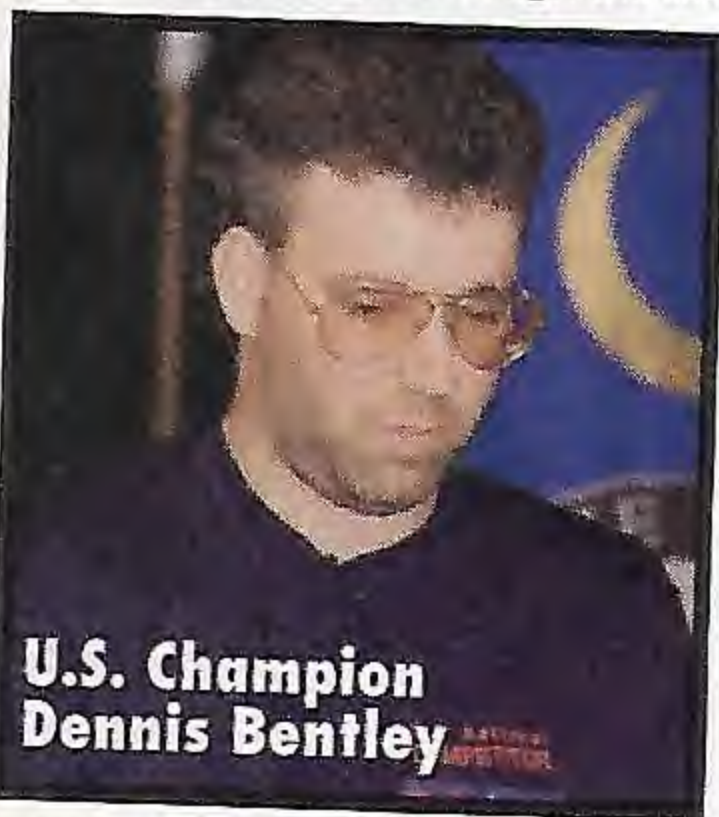
- 1 Fireball
- 4 Lightning Bolts

LANDS

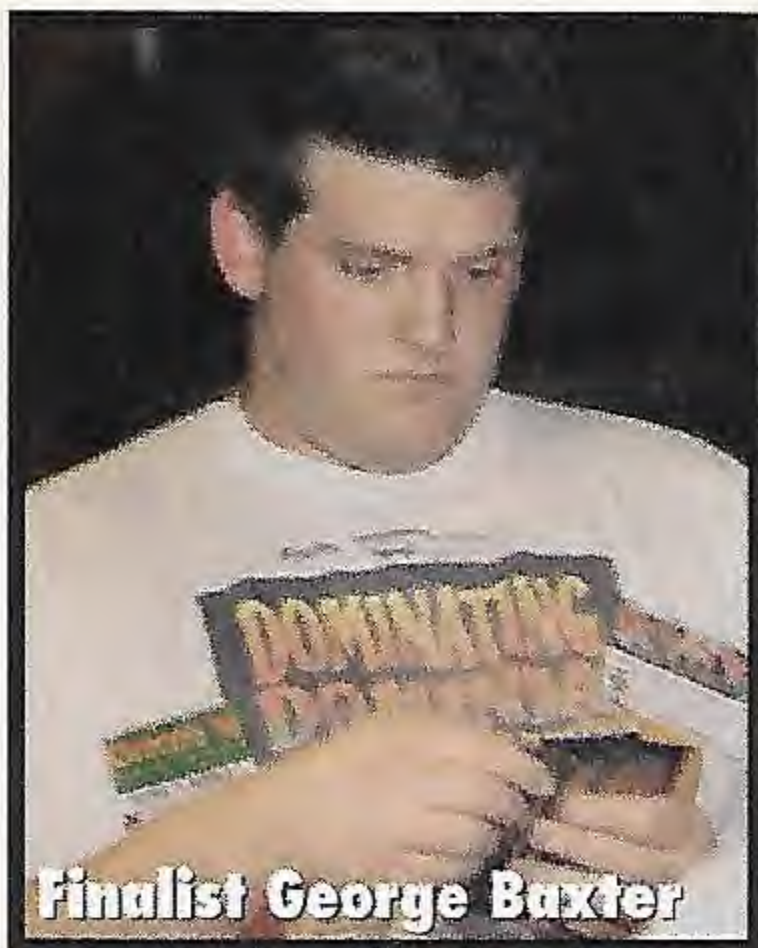
- 2 Cities of Brass
- 4 Strip Mines
- 4 Sulfurous Springs
- 14 Swamps

SIDEBOARD

- 1 Contagion
- 2 Dances of the Dead
- 2 Dark Banishings
- 3 Dystopias
- 1 Infernal Darkness
- 1 Jester's Cap
- 2 Serrated Arrows
- 1 Shatter
- 2 Stromgald Cabals



**U.S. Champion
Dennis Bentley**



Finalist George Baxter

two of them made it even farther.

In the quarterfinals, Place faced what he thought would be his toughest challenge—a red/white deck. But Turbo-Stasis was operating in high gear. With two solid draws, Place was able to quickly achieve a lock and overtake Chris Gross two games to none.

Michael Long didn't have such an

easy time. His opponent, Travis Thomas, was playing a green/white/blue Titania deck similar to Baxter's, but without the Winter Orbs. Long won the first game after achieving a lock, but the second game took significantly longer.

In a marathon game that involved several judges' conferences, warnings to both players for unsportsmanlike conduct and both players frequently counting all the cards in play to find out how many cards were left in each player's library, Long ultimately held on to advance to the national team for the second year in a row.

Despite their incredible effectiveness, the Turbo-Stasis decks only made it as far as the semifinals. Baxter fell down two games to one against Long, but he came back to win the final two games and the match.

The match between Bentley and Place was even closer.

After the first game ended in a draw, Bentley dominated the next two games to take a commanding lead, but Place was able to grab the two after that. In the sixth and deciding game, Bentley's land and hand destruction proved to be too much for Place to handle.

THE FINALS

The finals ended up being no contest. When Baxter drew a lot of mana, Bentley was able to knock out key cards with Hymns and Specters. When Baxter was low on land, Bentley kept him that way with Icequakes and Strip Mines. And for all you anti-Necro people, it's worth noting that Bentley didn't play a single Necropotence during the finals.

Of course, Bentley realizes that there was more to his winning the tourney than just skill, or even the quality of his deck.

"Through the whole tournament I got luckier than the other person. I needed to out-play two or three people that I think easily could have beaten me if they had just played it a little bit differently, or if they had sideboarded more properly. I got lucky."

As a final note, we asked Bentley why he thought he won the championship. His answer?

"God likes me best."

Jeff Hannes has knocked Dennis Bentley out of several local tournaments. Unfortunately, his luck against everyone else sucks—Jeff was beaten in the Nationals qualifier by a deck toting Urza's Baubles and Gravebinds.

THE SEMIFINALISTS' Turbo-Stasis Decks

How it works: This deck, used by both Michael Long and Matt Place, locks down opponents with an early Stasis, keeps it going with Boomerangs and Despotic Scepters, and then runs the opponent out of cards. The only differences between the two main decks are that Long didn't use a Land Tax and he only used three Cities. To fill the slots he used two River Deltas.

Quotes: "[The deck] is a bunch of bad cards that happen to work well together." —Michael Long

"One of the key things to *Magic* is [drawing cards]. You don't play cards that Mind Twist yourself like Balduvian Horde. However, many of the cards in this deck are like Mind Twisting yourself, so the Howling Mines are key." —Matt Place

THE DECK:

ARTIFACTS

- 3 Despotic Scepters
- 1 Feldon's Cane
- 4 Howling Mines
- 1 Ivory Tower
- 1 Zuran Orb

BLUE

- 4 Arcane Denials
- 4 Boomerangs
- 4 Forces of Will
- 2 Recalls
- 4 Stasises

WHITE

- 2 Kismets
- 1 Land Tax

GOLD

- 4 Lim-Dûl's Vaults

LAND

- 4 Adarkar Wastes
- 4 Cities of Brass
- 13 Islands
- 4 Underground Rivers

MICHAEL LONG'S SIDEBOARD

- 1 Black Vise
- 2 Blue Elemental Blasts
- 2 Disenchants
- 3 Hydroblasts
- 1 Kismet
- 3 Mana Shorts
- 3 Walls of Air

MATT PLACE'S SIDEBOARD

- 1 Black Vise
- 2 Blue Elemental Blasts
- 2 Disenchants
- 2 Hydroblasts
- 1 Kismet
- 1 Loadstone Bauble
- 3 Mana Shorts
- 1 Swords to Plowshares
- 2 Walls of Air

FINALIST

George Baxter's Titania's Song Deck

How it works: Orbs, Icys and Strip Mines shut down opponent's mana-production. Balance, Plows and Wraths take care of creatures. Disenchants and Divine Offerings deal with anything else on the table. The end result is a swarm of big artifact creatures that crush your opponent when Titania's Song hits the table.

Quote: "All the cards are integrated. With Titania's Song, all of my artifacts—all of my control—can be offensive. I can have multiple roads to victory with a minimal number of cards, so it's very efficient."

THE DECK:

ARTIFACTS

- 3 Aeolipiles
- 1 Black Vise
- 4 Fellwar Stones
- 4 Icy Manipulators
- 4 Serrated Arrows
- 3 Winter Orbs

GREEN

- 1 Deadly Insect
- 1 Sylvan Library
- 2 Titania's Songs

WHITE

- 2 Armageddons
- 1 Balance
- 2 Disenchants
- 3 Divine Offerings
- 1 Land Tax
- 4 Swords to Plowshares
- 2 Wraths of God

LANDS

- 3 Adarkar Wastes
- 4 Brushlands
- 1 City of Brass
- 3 Mishra's Factories
- 7 Plains
- 4 Strip Mines

SIDEBOARD

- 1 Adarkar Waste
- 1 Disenchant
- 1 Disrupting Scepter
- 3 Hydroblasts
- 1 Ivory Tower
- 3 Serra Angels
- 2 Sleight of Minds
- 1 Winter Orb
- 1 Wrath of God
- 1 Zuran Orb

Pro Tour 3

Origins hosts the **Magic** tournament with the richest purse yet by Beth Moursund

The Pro Tour III took place over the Fourth of July weekend in Columbus, Ohio, with \$22 grand going to the winner. Unlike the first two Tours, which were stand-alone events, this one was part of a major gaming convention called "Origins." Amidst the huge convention center, *Magic* players mingled with players of the older, more traditional games, enjoying everything from roleplaying, miniatures and board games to network computer games like *Doom* and *Warcraft* to real strangeness like *Clay-O-Rama* (*Play-Doh* creatures battling to squash one another).

The format for the Pro Tour III was a new one: Type II, but using only cards from *Ice Age* and *Alliances*. The restrictions threw a monkey wrench into nearly all the standard strategies, and left veteran players scratching their heads. These pros tried to guess what everyone else would be playing in order to build decks that would defeat the rest of the pack. Many were still waffling between deck choices the night before the tournament, and some continued to tweak their designs up to the last moment before handing in the deck listings.

Play stretched over two full days of Swiss pairings, with the top 64 in the Masters division and the top 50 in the Juniors progressing to the second day, and the top four of each continuing to the single-



Masters Champion Olle Rade

elimination finals on the last day of the convention.

As the first day's

rounds progressed, some trends became obvious. Of the various special lands from *Alliances*, only two seemed to have any major impact: Kjeldoran Outpost (dubbed the "Dude Ranch" for making lots of little 1/1 dudes) and Thawing Glaciers. Many players had underestimated the impact of the Glaciers, but some took full advantage of them, adding splashes of a third or even a fourth color and using Glaciers to retrieve the needed land.

With its Kjeldoran Outposts, Blinking Spirits and Ivory Gargoyles, along with multiple creature-removal spells, white seemed the most prominent color. Green's Deadly Insects were everywhere, often accompanied by Yavimaya Ants or Elvish Bards. Decks that couldn't deal with them in one way or another stood no chance.

Red's Pyroclasm was one of the best insect-defenses, and without Strip Mines available, many players resorted to Pillage or Stone Rain as Outpost-killers. Balduvian Hordes, however, were scorned by most of the top players; the random discard proved too high a penalty.

Blue and black were in the minority, though many decks included just a touch of black for Mind Warp. One of the most effective cards for black-heavy decks was the Phantasmal Fiend—players quickly developed a healthy respect for these flexible critters. While Necropotence, without Hymns or Disks to back it up, was almost unused.

The most intriguing new deck type? The Browse/Digger deck: when everything worked right, the player would Browse

Photos courtesy of Wizards of the Coast

the top decks

Olle Rade

Masters Champion (\$22,000)

Age 17

Göteborg, Sweden

Red/green

Strategy: Hit fast and keep hitting with three-mana creatures big enough to survive Pyroclasm. If that's not enough, bring on the Deadly Insects and zap anything that gets in their way.

Sean Fleischman

Masters Finalist (\$12,800)

Age 26

Bronx, New York

Blue/red/white/black

Strategy: Counter anything opponent casts, or destroy it once it's in play. Destroy his land and pull the cards out of his hand with Mind Warp before he manages to cast them. After totally demoralizing him, finish him off with Blinking Spirits and Ivory Gargoyles.

Alvaro Marques

Masters Semifinalist (\$7,500)

Age 25

London, Ontario, Canada

Red/white

Strategy: Creatures, especially flying creatures, creature removal and direct damage. Thawing Glaciers to provide lots of land.

Peter Radonjic

Masters Semifinalist (\$7,500)

Age 20

New Westminster, BC, Canada

Red/white/green

Strategy: Destroy opponent's stuff with Stone Rain, Pillage, Swords to Plowshares, Disenchant and Incinerate, or tap it with Icy Manipulator. Kill him with Ivory Gargoyles, Blinking Spirit and direct damage.



Junior Champion Terry Borer

away most of the contents of his library, counterspelling most everything his opponent tried to do in the meantime, until he had a Soldevi Digger, a Jester's Cap, and an empty library. Then each turn he would Cap his opponent and use the Digger to put the Cap back into the library, ready to draw again the following turn.

When the standings showing the Top 64 who would continue on after the first day were posted, they contained a number of surprises. Some of the expected names were there: John Immordino, the No. 1 ranked DC player, in 3rd place; Eric Tam, the 1995 Canadian Champion, at No. 7; Michael Loconto, the Pro Tour I winner, at No. 28; and Shawn "Hammer" Regnier, the Pro Tour II winner, squeaking through at No. 58.

But a surprising number of big-name players didn't make the cut, including: Mark Justice and Henry Stern, the 1995 U.S. Champion and runner-up, respectively; Bertrand Lestree, 1995 French

Champion and Pro Tour I runner-up; and Preston Poulter, quarterfinalist in both Pro Tour I and II.

The second day was much the same as the first, except that the competition was even more intense, with each match potentially making a difference of a thousand dollars or more in winnings. As has become standard for the Pro Tours, the final day's matches were displayed on large-screen TV with running commentary by expert players.

In the semifinals, Olle Rade swept Peter Radonjic 3-0 in very fast games, while Sean Fleischman eventually beat Alvaro Marques 3-2.

Then Rade and Fleischman faced each other for the championship. The first two games were over quickly, and it looked like Rade might repeat his sweep. Fleischman came back to win the third. In the fourth duel, Fleischman managed to get an Ivory Gargoyle in play and cast Jokulhaups. Things were looking grim for Rade.

"I panicked and threw two cards at him with the Stormbind. And luckily he didn't draw the Fyndhorn Elves," said Rade.

The Gargoyle beat on Rade until he got out a land and an Elf. Then suddenly, Fleischman found himself caught in a trap of his own making as Rade began to Stormbind the Gargoyles during each of Fleischman's upkeep phases, preventing him from attacking or draw-

The Winning Deck

Rade experimented with a lot of deck types before settling on the Spider Deck. "I tried red/green land destruction and red/green/white, Jokulhaups, Bugbind... even tried blue/white, blue/red. The night before the tournament began I decided to play red/green," he said.

The decks that gave him the most trouble were red/green/white or blue/white with a lot of Swords to Plowshares and Exiles. He wasn't sure about Necropotence decks: "I only played one Necro, and he had like bad draws."

Slower decks, though, didn't stand much of a chance against him. "I feel like I just got run over," said Sean Fleischman, after losing the first two duels in the finals to Rade's fast creatures. Fleischman managed to win the third duel, but lost the fourth.

OLLE RADE'S SPIDER DECK

GREEN

4 Deadly Insects
4 Fyndhorn Elves
2 Giant Growths
4 Woolly Spiders

RED

1 Gorilla Shaman
4 Incinerates
1 Jokulhaups
2 Lava Bursts
2 Orcish Cannoneers
3 Pillages
1 Pyroclasm
2 Storm Shamans

GOLD

4 Giant Trap Door Spiders
2 Stormbinds

ARTIFACTS

2 Lodestone Baubles
4 Urza's Baubles

LAND

7 Forests
4 Karplusan Forests
7 Mountains

SIDEBOARD

1 Anarchy
2 Essence Filters
1 Icy Manipulator
1 Jester's Cap
1 Jokulhaups
1 Monsoon
1 Primitive Justice
2 Pyroblasts
2 Pyroclasms
2 Vexing Arcanixes
1 Zuran Orb

ing any more cards.

"It was like infinite Time Walks—in Type III!" was Rade's gleeful description. Fleischman conceded, leaving Rade the champion and a few thousand dollars richer.

Beth Moursund is judge, jury and executioner for anyone caught shuffling Moxes into his Type II deck at these tournaments.

Terry Borer

Junior Champion
(\$8,400 scholarship)

Age 18

North York, Ontario, Canada

Red/white/green

Strategy: Put out a creature that's immune to almost everything (Deadly Insect or Blinking Spirit) and remove all potential blockers with direct damage, Swords to Plowshares or Icy Manipulator.

Paul McCabe

Junior Finalist (\$5,000 scholarship)

Age 18

Toronto, Ontario, Canada

Red/white/green

Strategy: The same as Terry Borer—they were roommates, and built the deck together.

Jon Finkel

Junior Semifinalist

(\$2,900 scholarship)

Age 18

Fanwood, New Jersey

Blue/white/red

Strategy: Counter or destroy anything the opponent casts, destroy Kjeldoran Outposts with Stone Rain or remove them with Jester's Cap. Then beat him to death with unkillable Blinking Spirits.

David Parker

Junior Semifinalist

(\$2,900 scholarship)

Age 16

Rochester, New York

Red/white/green

Strategy: Get out a Deadly Insect and take out anything that gets in its way with direct damage or tap it with Icy Manipulator. Or get out an Ivory Gargoyle and then Jokulhaups.

MONSTER MASH

Anson Maddocks, the artist behind Magic's Sengir Vampire, on how to create a monster in seven easy steps

By Anson Maddocks

The difficult part of explaining how I create one of my illustrations is that I've been drawing for as long as I can remember and the process has become as natural as walking and talking.

One of the most important things to remember is that studying monsters exclusively will never get you on the right path towards drawing them well. You need to have a basic fascination with the structures of all living things—what they do and how they do it. The more observant you are towards the world around you, the more you will notice the subtle and sometimes obvious ways in which things are related. Once you find these relationships and understand them to a degree, then you'll have the perfect set of tools in which to deconstruct, rearrange and reconstruct them to create your own ideas. Let's just say that the more ingredients you have to choose from, the more interesting the dish will be.

Sure, you can read "How-to" books and draw rectangles and circles until your arms fall off, but if you forget to study the real world, your abilities will have serious limitations. Also keep in mind that "monsters" are only one small aspect of the fabricated universe that you are choosing to populate, and shock is only one reaction out of many that you can get from a person viewing your work.

With all this in mind, I will be as specific as possible with the process of how I created my monster.



Step 1

Getting Started

When searching for an idea for an illustration, I have to be relatively undistracted—or in a state of mind where I am able to run a million ideas across each other until I find one that fits just right. I try to avoid my first impression. There is so much cluttered imagery floating around in our minds—from films, book covers, magazines, comic books, etc.—that it becomes difficult to start with a clean slate and pull original ideas out of our heads.

It is likely that two people may have a very similar image in mind if they hear the word “cyclops” for instance. When I thought of this example, I asked a number of people what images first popped into their heads. Most of them identified the one-eyed giant in the old “Sinbad” films. If I had gone with my first idea, I would have been recreating a frame out of an old film with jerky animation, and anyone who recognized it would imagine it in those terms as well. Stretching your own limits to come up with something different is important to your own growth and supplies your viewers with fresh resources for their own creativity.

For this illustration, I had no directions or restrictions from *InQuest*, so I knew that I only had to create something that the readers would find interesting. My first thoughts involved whether or not I should make it a full body shot. This is good for action but bad for showing detail. A close-up portrait is good for showing texture and the creature’s character, so I went with that. (Believe it or not, this is possibly the hardest decision.)

Now, what sort of head? Carnivorous, definitely. Not that passive creatures are uninteresting, but a carnivore has a more imposing presence because of its jaw structure and sharp teeth. Now I need a frame for the head—what do I know about carnivore skulls? They usually jut forward to allow the teeth to access more surface area on the prey. They often have massive jaw muscles and usually sensitive sensory organs of one sort or another.

One of the most important things



Step 1

for me is to be certain that the creature is “attractive.” That just means it has to have a pleasing design. So take an object that you find interesting—anything at all—you don’t actually have to be looking at it, just think about its shape. You’ll probably go through a thousand different combinations before you find one you like. You can sketch each one out or do the math in your head and draw only the best ones.

When you are laying out the structures, keep believability in mind. For instance, make sure it can breathe, walk, see, etc. Adding as many elements of realism as you can will make the creature seem possible. With this illustration, after rolling some ideas around, the two preliminary sketches are what I ended up with. As I drew them, I made new decisions that helped them even more—stronger neck muscles and more interesting curves on the back of the head. Some of these things can only be done

spontaneously. Actually, most of the fun of sketching in the first place is exploration and discovery.

I drew the second sketch in the “mouth closed” position to convince myself that the creature could in fact close its mouth in an elegant fashion. I am fond of triangular symmetry—that’s probably why I chose the three shovel-shaped teeth, as well as the fact that they look very alien compared to the almost human neck. This creates a contrast which can help in the “disturbing” department.

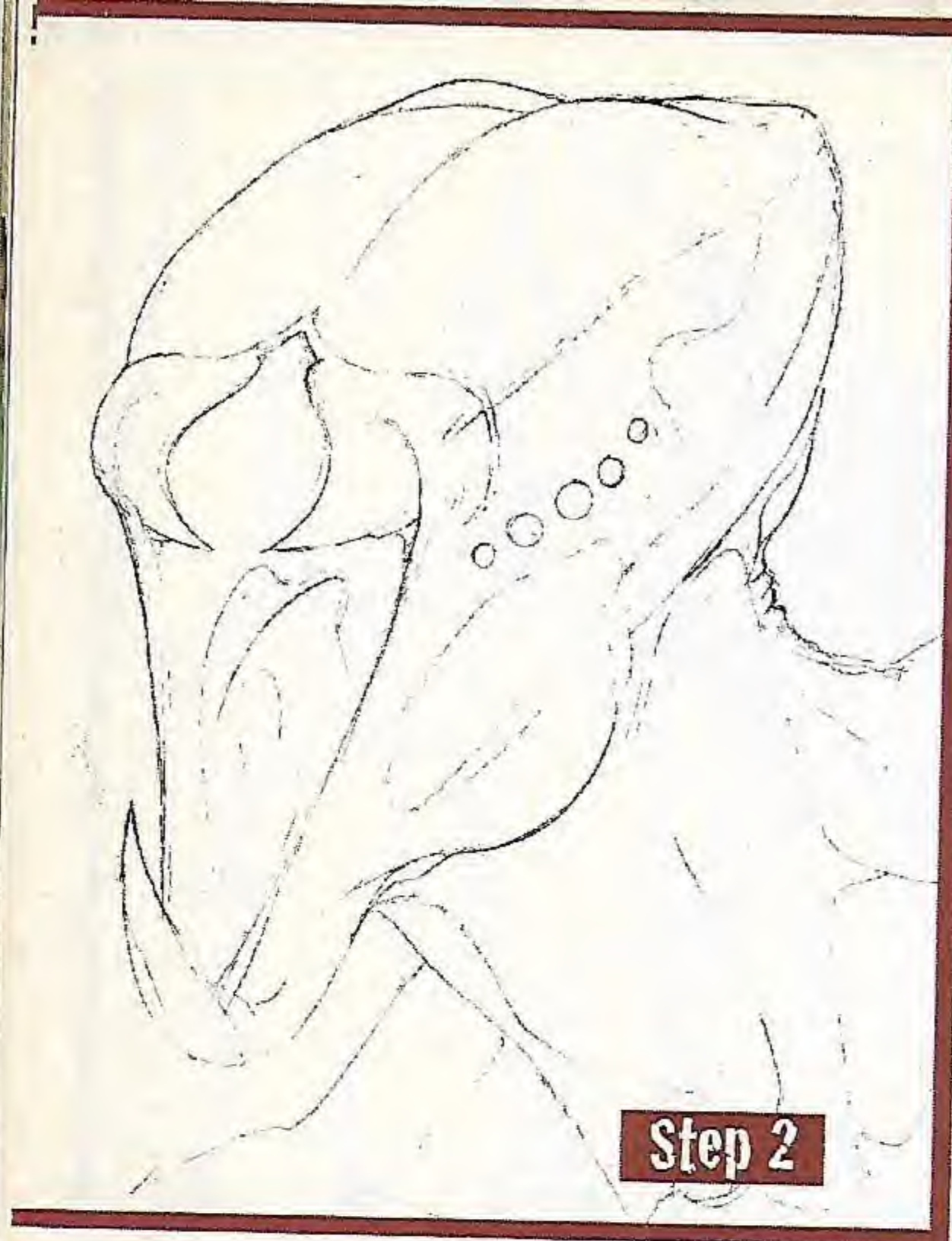
After scribbling down various compositions, these two sketches are chosen to best represent the creature’s final appearance. With the sagging jowls and the locked teeth, I actually find this sketch to be a little more interesting, giving the creature greater potential for intellect. But the other is more dynamic and imposing, which gives it a little more strength. (It helps to have a coin ready to make important choices.)

Step 2

The Layout

I begin the final drawing on smooth bristol board paper with a basic line framework in pencil to capture the finer qualities of the preliminary sketch. I will often make drastic changes as I'm progressing, making improvements on the original sketch. So it's a good idea to keep the pencil line-work light, as it will be erased in the end. This is also the last chance to make any changes to the composition; after starting with the final medium, there is no going back. (Unless "I meant to do that" is your personal motto.)

“It is essential for any artist to study anatomy as extensively as possible.”



Step 3

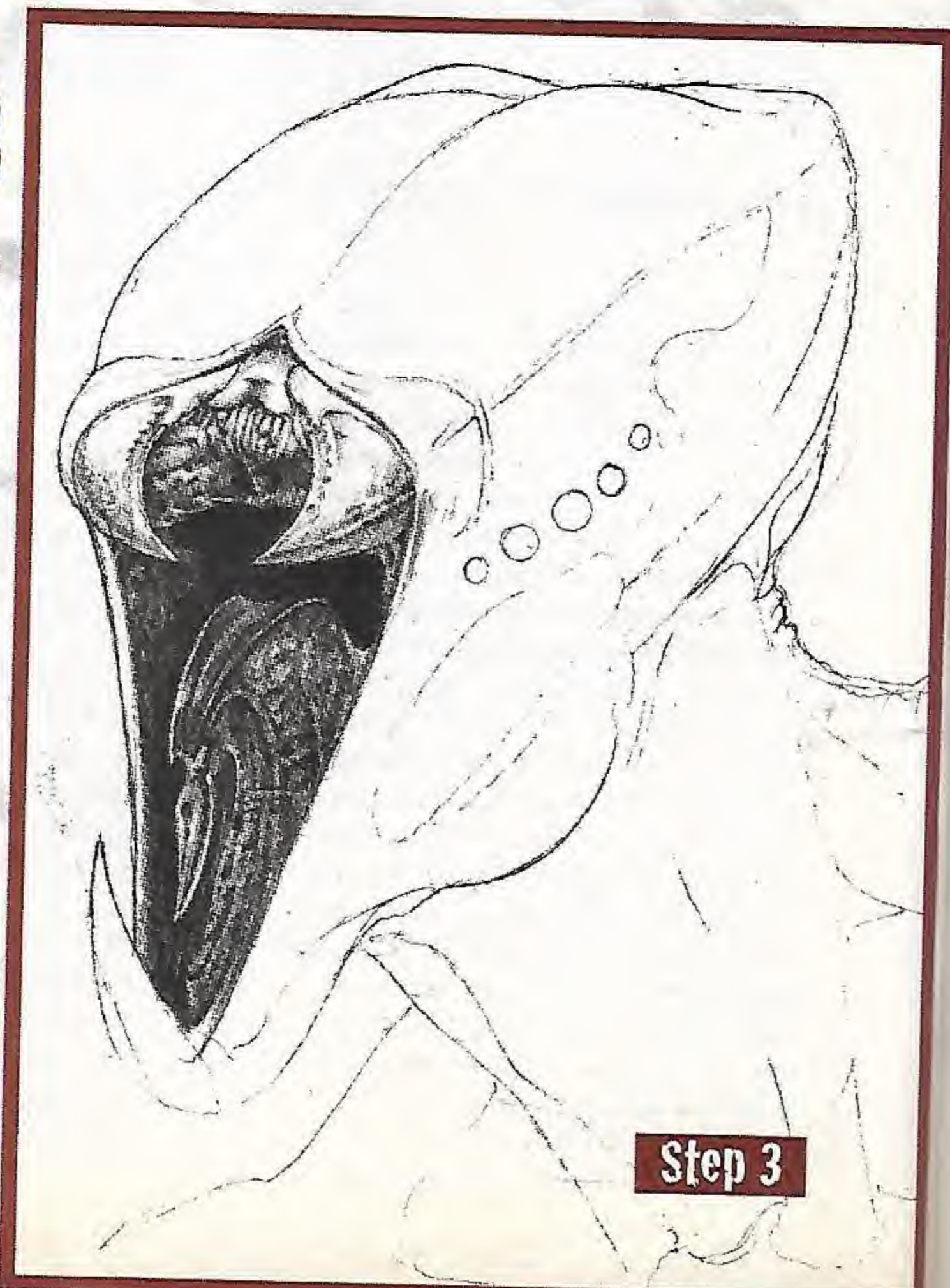
The Mouth

The tool of choice to start “fleshing” out the drawing is a black colored pencil.

Many artists will stress the importance of “evolving” a drawing evenly, starting with all of the darkest areas and working towards the lightest areas. There are good reasons for this—among other things, it helps to avoid overdeveloping some areas while neglecting others—but I enjoy the effect of seeing a drawing in the stage where it is partially realistic and fading into rough sketch lines.

As a general rule, the point where I begin to render a drawing is the area in which I am most interested. I'm obviously interested in the unusual dental work of this guy and the soft tissues inside. For my own amusement, I've placed a human sinus cavity (as seen from the inside) between the two upper teeth of the creature.

It is essential for any artist to study anatomy as extensively as possible. With these studies you may find perspectives on the human form that capture your interest for one reason or another. Just think: your work can be full of secrets that are interesting to reveal to people later. (Insert devious laughter here.)



Step 4

The Eyes Have It

Using the different edges on the tip of the colored pencil, I have attempted to create random and realistic textures across the surface of the skin. It is important to have a good understanding of the way skin appears when stretched over any given form; notice how the skin is pulled tight over the teeth to give you an idea of how deep the teeth extend into the skull.

Nature programs and magazines are valuable resources for realistic anatomy studies. Don't forget to take a closer look around you—pets and pests can make great models. The recipe for the eyes in this drawing is one part spider eyes and one part deep-sea squid eyes. Place ingredients in brain, mix well and send to the drawing hand.

The decision to make a row of five eyes on each side of the head was inspired by the shape of the skull itself—it sort of has the shape of an ant head, but I wanted even more eyes, starting small, getting larger, then small again. This just makes a streamlined, tapered effect that complements the rest of the design. Because the head is covered with skin, it would make sense that the eyes could blink in order to clean themselves. Many deep-sea squid have a membrane that can completely enclose their protruding spherical eyes until there is just a pore-sized opening. I didn't want anything that drastic, but I did want it to look like there was a raised fleshy seat for each eyeball. (This is a good example of an idea that you would probably not find in a comic book; this one is credited to PBS nature programs.)

In addition to nature video tapes and various books and magazines, I also have a few unusual pets: two different types of stick insects, which are rather inspiring, and a couple of preserved Atlas beetles. It helps to keep in contact with real creatures so you have a three-dimensional sense of things.



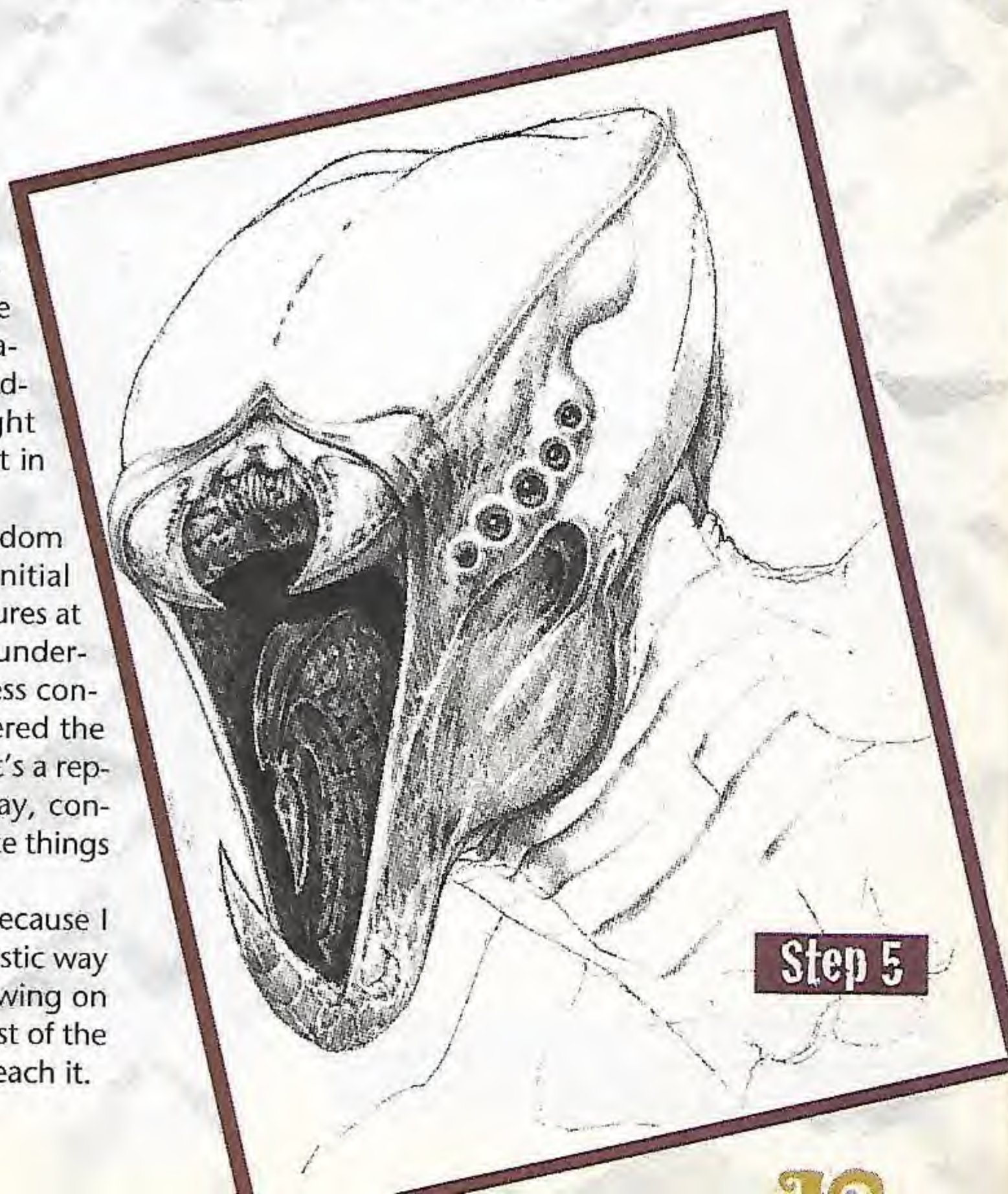
Step 5

Skin Jobs

Now I'm starting to introduce a variety of textures, patterns and underlying muscle tissue to the side of the face. I'm also starting to give a curvature to the different planes of the head by avoiding detail in the highlighted areas (where light would hit the skin) and putting harder contrast in the shaded areas.

The skin of the creature is a mix of very random textures that I find interesting. There is no initial model for any of them. Sometimes picking textures at random can add interest—the less someone understands the reason behind your decisions, the less control they have over your creation. If I had covered the creature with scales, someone could say, "Oh, it's a reptilian alien creature," and they could look away, content that they have it figured out. But don't make things quite that easy for them.

Until now I have been avoiding the neck because I know it's twisted in an unusual and even unrealistic way (even for a 10-eyed mutant). But I've been chewing on it in the back of my mind while I work on the rest of the drawing, hoping I'll figure it out by the time I reach it.



Step 5

Step 6

Finishing Off the Head

Between this and the previous photo, I've removed the clutter of the pencil sketch lines in order to get a better look at what I have so far.

The top of the head is now covered with a shiny pleated skin which has a subtle pattern in it. The strange nasal apparatus which starts under the eyes and wraps around to the back of the head is starting to have more shape to it—and the lower tooth has an unusual covering which reminds me of turtle skin. Some things have to be done randomly in order to keep it interesting for yourself as well as others. I wonder what sort of bite mark this thing

would leave—and what the hell is up with the tongue?

The skin on the forehead took a few moments to start; I wasn't certain about what sort of treatment it needed. But as it was the largest of all the surfaces on the head, I knew it would be important. I could have left it smoothed and undetailed so as to draw more attention to the mouth, or I could pack in even more detail. I finally decided on the latter in order to introduce yet another texture. The large areas of white highlights on the forehead give the impression of a hard, shiny plate-like material. A highlight, as a rule, is crisper on smoother objects (like a marble table) and fuzzier on rougher objects (like tree bark).



Step 7

The Final Stage

The final stage is perhaps the slowest. It's a little like going back over a carpet and picking up all the odds and ends that the vacuum cleaner missed. Here, you fine tune the lines and erase the smudges left by the side of the hand. This also seems like a good time for drawing the neck, seeing as how I'm almost done with the piece. It is usually time to stop working on a drawing when you feel like you are beginning to annoy the beast with your constant grooming.

Oh, and don't forget to name your creation. This is an Avulsor.

Why a name like Avulsor? Well, an avulsion is a wound created by a scooping or gouging motion with an object that would tend to rip rather than cut—a spoon, for instance. The name Avulsor relates to the creature's oddly shaped, scoop-like teeth.

So there you have it—the recipe for a tasty monster starting from scratch. For those of you who are following an interest in visual art, I hope there was enough useful information to feed your voracious appetites. I suppose the most important thought I will leave you with is the importance of creating only original work. Sure, you might suffer through frustration in the beginning as you slowly shape your creative skills, but the rewards of truly satisfying creations will prove themselves in the end. Good luck!

Anson Maddocks is a fairly twisted fellow. He's also an extremely talented, nice guy. Go figure.



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INQUEST

profile

MELISSA BENSON

By Steven Kenyon

"I worked as a steel engraver for six-and-a-half years," Melissa Benson says. "Being the only woman in an all-male shop wasn't the most pleasant thing in the world. I decided if I had to work for a living, I would do something I enjoyed."

That something turned out to be fantasy art. Benson has done commissioned portraits, and has illustrated the cover for Pendulum Press' edition of *Treasure Island*, boxes for the World Wrestling Federation and, of course, numerous cards for collectible card games, including *Magic: The Gathering*, *Flights of Fantasy*, *Shadowfist* and *Dragonstorm*.

She attended Paier College of Art in Connecticut, where

she was born and raised and currently lives. Her first professional work depicted "futuristic lawn care equipment" for local ads.

Her strangest work-related experience was "at the 1995 Dragon*Con, when someone wanted me to sign a can of Spam! And he already had names on it! Elmore's and others, so at least I wasn't the first to do it. I didn't ask why because I just didn't want to know."

Benson says she has "many irons in the fire," most of which are confidential projects. In the future, she'd like to be "working for myself more and being more self-sufficient. I would still do fantasy work, but projects that would

take longer to do and pieces that would be larger in scale—more ambitious projects and more experimental stuff, like a lot of Celtic symbols."

Favorite work of your own...

I haven't managed to get one out yet like it's supposed to be in my head. [It would probably be] a large-scale fantasy piece with human/creature/animal combinations: centaurs, Pegasus, Minotaurs...

Favorite work by another artist...

Frank Frazetta things come to mind most, but I have a lot of favorites. The old masters, da Vinci and Michelangelo. There isn't really one that I can hold up and say, "This is it." You don't usually find everything in one painting.

Favorite toy as a kid...

Stuffed animals. I liked unusual ones.

Things you collect...

I collect mineral spheres, all different kinds, but they have to be pretty and they have to have something going on inside. I also collect Ivan Rebroff; he sings Russian folk songs and



The King of the Thunder Pagoda card from *Shadowfist*

© Decidius Games

opera. I've written to several people in Russia about getting his records...I'll trade an *original* for them.

Favorite pastime or hobby...

I majored in music and tutored music in college. I play the bassoon, but I don't currently have one so I don't play much anymore.

Favorite TV shows...

"Seinfeld," "Nova" and "National Geographic;" also things on Scandinavian history, ancient civilization and archeology. I just joined the Museum of Natural History in New York because I love dinosaurs and fossils...I haven't done a single dinosaur illo, but a lot of my dragons have bits and pieces of them in there.

Last good book you read...

I'm reading *Atlas Shrugged*, by Ayn Rand.

Favorite roleplaying or card game...

I don't play 'em. Never have. I don't even know how to play *Magic*. The kids play it too fast for me to catch up. Some people expect that I designed the entire card.... Previewing new art, [people ask,] "What does it do, what color is it?"

Holy Armor was a surprise; when it was first assigned, it was just Armor, so I did this dark evil armor.

Favorite fantasy character...

Being a Sagittarius, I like centaurs a lot.

People you'd most like to work with...

Jesper Myrfors...he stands up for artist rights; what he can't give you he tries to make up in other ways. He was art director for Wizards of the Coast when *Magic* first came out. He did a lot to get artists other things because money was tight then.... If he says, "I need something," he is the only person I'll say yes to right away.

Eddie Beard [Jr.] from Destini Productions...he takes on a lot of work and assigns it to his students and colleagues.... We talk quite often. We're going to do a couple of projects together probably, but the details are kind of up in the air.

Favorite musical performers...

Sherrill Milnes and Samuel Ramey, both opera performers. Modernistic composers like James Horner—he did the soundtracks to the movies "Legend" and "Clear and Present Danger." Giles Reaves; he does new age stuff and I like his album *Wunjo*.

If you were an all-powerful wizard, what you would do with your powers...

I would make sure that everyone did what they said they were going to do.... Justice and retribution would be the order of the day. If you mess up, you will pay. The Judge Dredd thing would work. If you don't do anything wrong you have nothing to fear, but if you screw up someone you're gonna pay.

VITAL STATS: MELISSA BENSON

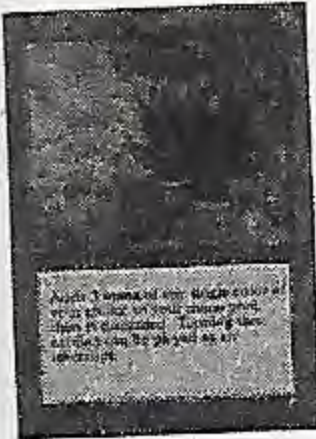


Name: Melissa Benson
Birth: December 16, 1955, in Stratford, Conn.
Occupation: Illustrator
Base of Operations: Stratford, Conn.
Career Highlights: The cover for Robert Louis Stevenson's *Treasure Island* (Pendulum Press, 1991)

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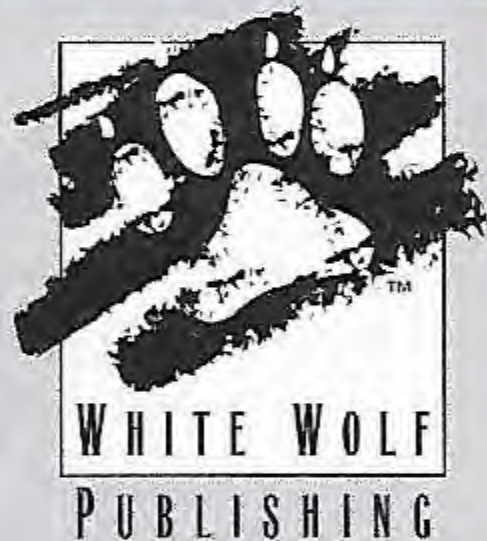
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No purchase necessary. Contest is open to anyone except employees of Wizard Press, White Wolf Publishing, their immediate families or anyone named Hemingway. We're on to you, smart guy. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach your story to the form or card. **Enter one story only.** Mail entry to: White Wolf Fiction Writing Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prize will be offered. Prize is awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. "White Wolf": Is that the coolest company name on the planet or what? Betcha their staffers could kick the crap out of the staff of say, Keebler. **All entries must be received at contest headquarters by September 30, 1996.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winner will be selected based on originality and creativity from among all properly completed entries by Wizard Press and White Wolf Publishing. Judging will take place on October 15, 1996. Wizard Press shall have exclusive rights to publish any and all work which the writer submits. Wizard Press shall have exclusive first North American rights for publication, as well as first reprint rights. Ownership rights are retained by the writer.

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Card Stock

Tracking trends in the card game market

HERE TODAY, GONE TOMORROW

An apt description for the June release of *Alliances*? How about "Here today, gone tomorrow." Many gamers had only a fleeting glimpse of *Alliances* at their local card shops while others were shut out of the product altogether. And it doesn't appear the situation is going to get any better. Production of *Alliances* will be limited—considerably less than *Homelands* and probably smaller than *The Dark*.

The pricing staff of *InQuest* has been checking out dealer price lists and gathering show and convention reports so that the initial prices for *Alliances*, which appeared in issue #16, can be properly updated. Be sure to take a look-see at the slew of pink price-going-up bars for *Alliances* cards.

With gamers beating down the doors for packs of *Alliances*, many hobby retailers saw little need to break down boxes and cases to sell single cards. Says Mark Welch of Comic Cubicle in Williamsburg, Va., "I only received about 50 percent of my total order from the distributor. I didn't get enough product to justify selling singles."

Single Card Sales

Eric Nelson of Coastside Comics in Pacifica, Calif., reports that single card sales were very brisk at a recent show in San Francisco. Balduvian Horde was an easy sell at \$20 with Helm of Obedience commanding no less than \$15. Says Nelson, "I would hope that the singles would hover at their current prices for a while. However, I'm sure that as gamers find a use for one card in combination with another, there will be specific cards that go up in value."

Tom Moore, owner of Tom's Triple Play in Bossier City, La., suggests that the potential for runaway single card prices does exist. "*Alliances* is filled with powerful cards that, thanks to limited production, are going to be in great demand. It's realistic to think that a Balduvian Horde could be a \$40-\$50 card in the near future. I can think of several uncommons—Lim-Dûl's Vault and Force of Will are two examples—that will be selling way in excess of \$5."

When Eric Jacobson of Dreamscape Comics in Bethlehem, Pa., sat down to price *Alliances*, he became worried that his customers would feel he was "gouging" them. "The cards went flying out my showcases without the customers blinking an eye," contends Jacobson. "As it

turned out, I sold a lot of singles at 50 percent of what I could have gotten."

Tip of the Iceberg?

Wil Chase, a *Magic* fanatic and occasional *InQuest* contributor, feels the developments surrounding *Alliances* in the short time after its release may be just the tip of the iceberg. "If *Fallen Empires* had been printed in tremendously small quantities, the impact would not have been that great because the cards in that expansion were rather mediocre. However, there are several cards in *Alliances* that are so awesome that they will drastically change the way gamers play *Magic*. I'm speaking of cards like Balduvian Horde, Force of Will, Helm of Obedience, Lake of the Dead and Kjeldoran Outpost."

Chase predicts that the values of single cards will continue to rise. "Dealers buying *Alliances* in the secondary market are paying at or above retail. If this expansion proves to be as limited as it now appears, it's entirely conceivable that prices for the power cards will significantly rise. We just might see the first \$10 common card."

Ten bucks for a common? Is this the type of revitalization that retailers and gamers hoped *Alliances* would bring to the *Magic: The Gathering* market? Probably not. Stay tuned for future developments.



■ Making 1/1s makes for a hefty price tag.



■ *Alliances'* lands seem to be getting more respect in the market than previous land sets.

Top 5 Hottest CCGs

1. *Magic: The Gathering* (WotC)

Most hobby retailers sold out of their allotment of *Alliances* within a few days. Limited production has caused certain cards to rise in value.

2. *Mythos: Call of Cthulhu* (Chaosium)

Mythos continues to be quite popular. Check out this issue's price guide for values on the game's most popular cards.

3. *Star Wars* (Decipher)

No doubt about it, *A New Hope* expansion should boost this game back into the coveted No. 2 slot.

4. *Middle-earth: The Wizards* (ICE)

Tolkien fans just can't get enough of this CCG. Booster packs and single card sales remain strong.

5. *Netrunner* (WotC)

The initial craze over *Netrunner* has somewhat subsided, but not enough to knock it from our Top 5 list.

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Invisibility
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Jade Statue
Lich
Moxes
Natural Selection
Psionic Blast
Raging River
Sinkhole
Timetwister
Time Vault
Time Walk
Twiddle
Two-Headed Giant
Word of Command

ARABIAN NIGHTS SINGLES

Ali from Cairo
Bazaar of Baghdad
Diamond Valley
Drop of Honey
Elephant Graveyard
Erhnam Djinn
Guardian Beast
Island of Wak-Wak
Jihad
Juzám Djinn
Old Man of the Sea
Pyramids
Ring of Ma'rûf
Shahrazad
Singing Tree

ANTIQUITIES SINGLES

Argivian Archaeologist
Ashnod's Transmogrant
Candelabra of Tawnos
Mishra's Workshop
Urza's Avenger

LEGENDS SINGLES

The Abyss
Acid Rain
All Hallow's Eve
Dakkon Blackblade
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INQUEST

GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE INQUEST PRICE GUIDE

About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the-minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. The price ranges listed reflect the current selling prices for Near Mint cards. The higher price represents the full retail price for an individual card or a single item. The lower price is what one might expect to pay if purchasing from a fellow collector, or if buying more than one card. There are many other factors that can cause a retailer to price a card for less than the "high price," which includes local competition, current saturation of the market, and just plain old supply and demand. (Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it.) A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the InQuest Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

Color boxes to the left of the card name mark the card's color or group.

Card Name	Low Price	High Price
Dark Heart of the Wood	35	75
Dark Sphere	3.50	5.00
Deep Water	35	75
Diabolic Machine	2.25	3.00
Drowned	35	75
Dust to Dust	35	75
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	35	75
Eternal Flame	4.00	6.00
Exorcist	6.00	10.00
Fallen, The	3.25	4.00
Fasting	1.50	2.50
Fallwar Stone	2.50	3.50
Festival	35	75
Fire and Brimstone	2.25	3.00

How to use the InQuest CCG Price Guide

In this example, **Vampire: the Eternal Struggle** is the name of the game, **Wizards of the Coast** is the name of the manufacturer, and **Dark Sovereigns** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A yellow bar indicates that a set has been heavily traded with no price change. A * indicates that a price was not available at this time. Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

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Starter Box (10 decks)	80.00 ... 100.00
Booster Pack (19 cards)	2.50 ... 3.00
Booster Box (36 packs)	75.00 ... 90.00

Starter Deck (60 cards)	7.00 ... 9.00
Starter Box (12 decks)	75.00 ... 110.00
Booster Pack (15 cards)	2.00 ... 3.00
Booster Box (36 packs)	75.00 ... 110.00
All editions are same price.	
Gold Card	UR 75.00 ... 150.00
Silver Card	UR 40.00 ... 60.00

DARK SOVEREIGNS EXPANSION	
WIZARDS OF THE COAST—1995	
Full Set (173 cards)	*
Booster Pack (15 cards)	2.00 ... 2.50
Booster Box (36 packs)	70.00 ... 85.00

PHOENIX EXPANSION	
U.S. GAMES SYSTEMS—1995	
Full Set (90 cards)	\$50.00 ... 80.00
Booster Pack (8 cards)	1.25 ... 1.75
Booster Box (60 packs)	85.00 ... 95.00

CHAMELEON EXPANSION	
U.S. GAMES SYSTEMS—1995	
Full Set (90 cards)	\$50.00 ... 80.00
Booster Pack (8 cards)	1.25 ... 1.75
Booster Box (60 packs)	85.00 ... 95.00

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked... One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels important. Without further ado, here are the grades:

Mint (MT): Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (NR-MT): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 percent of the low price to 90 percent of the high price listed in this guide.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 percent of the low price to 70 percent of the high price listed in this guide.

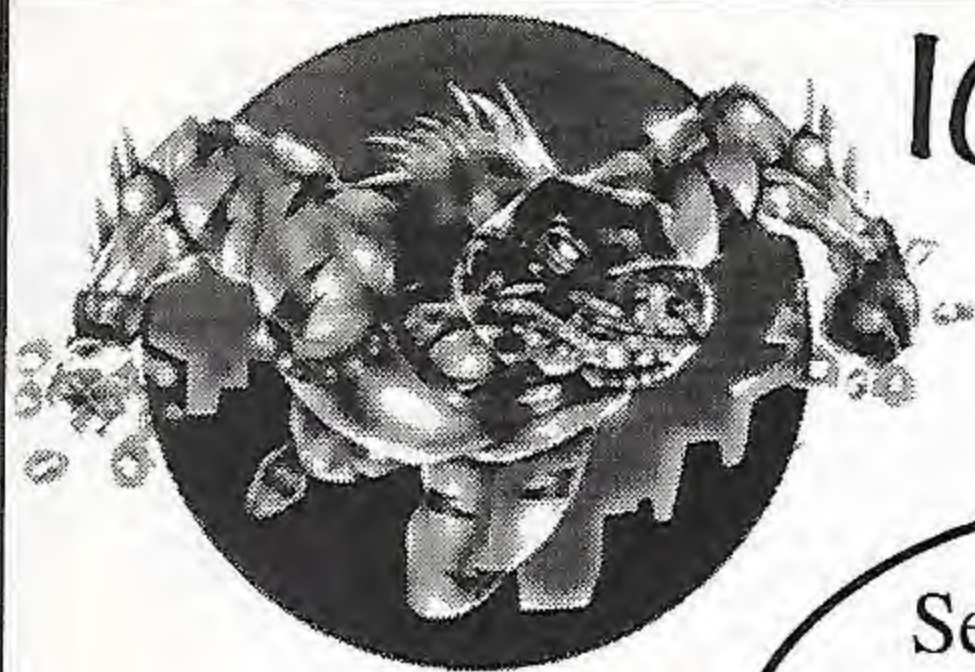
Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 percent of the low price to 40 percent of the high price listed in this guide.

Good (GD), Fair (F), Poor (P): A card that's graded Good isn't really good. Think of it as an okay card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings, Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

Price Guide Contributors

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; Augusta Comics & Cards in Carmel, IN; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brewster Comics in Frederick, MD; Broadway Comics in Yaloca, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntsville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Harbor, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Guide in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AK; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford, VA; Comics Warehouse in Albuquerque, NM; Comics & Comic Inc. in Rocklin, CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; The Dugout in Corpus Christi, TX; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Savage Park, MD; Gallop's Comics & Games in Statesboro, GA; Game Alet in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Kay's Games & Hobbies in Melrose, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Heaven, AL; M&M Sports Cards and Comics in Cedar Rapids, IA; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oric Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lithium, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Sourca Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJS in Middletown, NY; Trail and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Young & Doll's Sports Cards in Lacey, WA; The Zone in Louisville, KY.

PRICE GUIDE INTRO



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M A G I C : T H E G A T H E R I N G

INQUEST

price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993
Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.
Full Set (295 cards) \$2,800.00... 3,400.00
Starter Deck (60 cards) 200.00... 250.00
Starter Box (10 decks) 1,900.00... 2,500.00
Booster Pack (15 cards) 90.00... 110.00
Booster Box (36 packs) 3,200.00... 3,700.00
All unlisted cards are 80 percent of Beta value.

Orcish Artillery \$8.00 ... 10.00
Orcish Oriflamme 15.00 ... 20.00

BETA LIMITED

WIZARDS OF THE COAST- 1993
Beta cards have rounded corners and are black-bordered.
Full Set (302 cards) \$2,100.00... 2,600.00
Starter Deck (60 cards) 150.00... 175.00
Starter Box (10 decks) 1,400.00... 1,750.00
Booster Pack (15 cards) 65.00... 85.00
Booster Box (36 packs) 2,300.00... 2,800.00

Name	Low	High
● Air Elemental	1.50	3.00
★ Ancestral Recall	100.00	130.00
● Animate Artifact	1.00	1.75
● Animate Dead	1.00	1.75
★ Animate Wall	3.00	5.00
★ Ankh of Mishra	10.00	15.00
★ Armageddon	10.00	15.00
★ Aspect of Wolf	7.00	10.00
★ Bad Moon	7.00	10.00
★ Badlands	25.00	35.00
★ Balance	25.00	35.00
● Basalt Monolith	2.00	3.50
★ Bayou	25.00	35.00
□ Benalish Hero	50	1.00
● Berserk	30.00	45.00
★ Birds of Paradise	20.00	25.00
● Black Knight	2.00	3.50
★ Black Lotus	325.00	375.00
● Black Vise	5.00	10.00
○ Black Ward	1.00	1.75
★ Blaze of Glory	30.00	40.00
★ Blessing	7.00	10.00
■ Blue Elemental Blast	1.50	2.00
○ Blue Ward	1.00	1.75
● Bog Wraith	1.50	3.00
★ Braingeyser	20.00	25.00
● Burrowing	1.00	1.75
● Camouflage	10.00	18.00
○ Castle	2.00	3.50
● Celestial Prism	1.00	1.75
● Channel	1.00	1.75
★ Chaos Orb	60.00	80.00
★ Chaoslace	3.00	5.00
□ Circle of Protection: Black	50	1.00
□ Circle of Protection: Blue	50	1.00
□ Circle of Protection: Green	50	1.00
□ Circle of Protection: Red	1.00	1.50
□ Circle of Protection: White	50	1.00
★ Clockwork Beast	5.00	8.00
● Clone	10.00	18.00
★ Cockatrice	8.00	12.00
○ Consecrate Land	15.00	20.00
● Conservator	1.00	1.75
★ Contract from Below	6.00	10.00
● Control Magic	6.00	8.00
○ Conversion	2.00	3.50
● Copper Tablet	7.00	12.00
★ Copy Artifact	10.00	15.00
● Counterspell	7.00	10.00
■ Crow Worm	50	1.00
■ Creature Bond	50	1.00
★ Crusade	10.00	12.00
● Crystal Rod	1.00	1.75
● Cursed Land	1.00	1.75
★ Cyclopean Tomb	50.00	75.00
■ Dark Ritual	2.00	3.00
★ Darkpact	5.00	8.00
□ Death Ward	50	1.00
● Deathgrip	1.00	1.75

★ Deathlace	3.00	4.00
★ Demonic Attorney	7.00	10.00
★ Demonic Hordes	18.00	25.00
● Demonic Tutor	10.00	15.00
★ Dingus Egg	8.00	12.00
□ Disenchant	4.00	6.00
■ Disintegrate	50	1.00
★ Disrupting Scepter	8.00	10.00
● Dragon Whelp	2.50	4.00
■ Drain Life	50	1.00
★ Drain Power	6.00	10.00



TOP TEN HOTTEST CARDS

10) Yavimaya Ants
Wouldn't it be nice if there was one word in Magic for creatures that can attack the turn that they enter play? Something like "wrath." That way, we could say that the Ants are a 5/1, trampling, wrathful creature that, unlike Ball Lightning, can survive until the next turn.

■ Drudge Skeletons	50	1.00
● Dwarven Demolition Team	8.00	12.00
■ Dwarven Warriors	50	1.00
● Earth Elemental	2.00	3.50
■ Earthbind	1.25	2.00
★ Earthquake	7.00	10.00
★ Elvish Archers	7.00	10.00
● Evil Presence	1.00	1.75
■ False Orders	4.00	6.00
★ Farmstead	8.00	12.00
★ Fastbond	10.00	15.00
■ Fear	50	1.00
● Feedback	1.00	1.75
● Fire Elemental	2.00	3.50
■ Fireball	3.00	4.00
■ Firebreathing	50	1.00
● Flashfires	1.00	1.75
■ Flight	50	1.00
■ Fog	50	1.00
★ Force of Nature	15.00	20.00
★ Forcefield	80.00	100.00
■ Forest	50	1.00
★ Fork	25.00	30.00
■ Frozen Shade	50	1.00
★ Fungusaur	5.00	8.00
★ Gaed's Liege	12.00	15.00
★ Gauntlet of Might	75.00	95.00
■ Giant Growth	50	1.00
■ Giant Spider	50	1.00
● Glasses of Urza	1.00	1.75
● Gloom	1.00	1.75
● Goblin Balloon Brigade	1.00	1.75
★ Goblin King	8.00	12.00
★ Granite Gargoyle	12.00	18.00
■ Gray Ogre	50	1.00
○ Green Ward	1.00	1.75
■ Grizzly Bears	50	1.00
□ Guardian Angel	1.25	2.00
★ Helm of Chatzuk	4.00	6.00
■ Hill Giant	50	1.00
★ Hive, The	7.00	10.00
□ Holy Armor	50	1.00

□ Holy Strength	50	1.00
■ Howl from Beyond	50	1.00
★ Howling Mine	12.00	16.00
■ Hurlocan Minotaur	50	1.00
● Hurricane	1.00	1.75
● Hypnotic Specter	7.00	10.00
● Ice Storm	16.00	22.00
● Icy Manipulator	25.00	45.00
★ Illusionary Mask	25.00	35.00
● Instill Energy	1.00	1.75
■ Invisibility	4.00	6.00
● Iron Star	1.00	1.75
■ Ironclaw Orcs	50	1.00
■ Ironroot Treefolk	50	1.00
■ Island (Dark Blue Sky)	50	1.00
■ Island	50	1.00
★ Island Sanctuary	6.00	10.00
● Ivory Cup	40	1.00
★ Jade Monolith	3.00	5.00
● Jade Statue	18.00	25.00
★ Jayemdae Tome	15.00	20.00
● Juggernaut	7.00	10.00
■ Jump	50	1.00
○ Karma	1.50	2.50
● Keldon Warlord	2.50	4.00
★ Kormus Bell	6.00	8.00
★ Kudzu	8.00	12.00
○ Lance	2.00	3.00
● Ley Druid	1.00	1.75
● Library of Leng	1.00	1.75
★ Lich	40.00	60.00
● Lifeforce	1.00	1.75
★ Lifelace	3.00	4.00
● Lifetap	1.00	1.75
■ Lightning Bolt	4.00	6.00
★ Living Artifact	6.00	10.00
★ Living Lands	6.00	10.00
● Living Wall	2.50	4.00
■ Llanowar Elves	75	1.50
● Lord of Atlantis	10.00	15.00
★ Lord of the Pit	12.00	18.00
● Lure	1.00	1.75
★ Magical Hack	8.00	12.00
★ Mahamoti Djinn	10.00	15.00
★ Manabars	4.00	6.00
★ Mana Flore	7.00	10.00
★ Mana Short	4.00	6.00
★ Mana Vault	6.00	8.00
★ Meekstone	8.00	10.00
■ Merfolk of the Pearl Trident	50	1.00
□ Mesa Pegasus	50	1.00
★ Mind Twist	8.00	12.00
■ Mons's Goblin Raiders	50	1.00
■ Mountain	50	1.00
★ Max Emerald	140.00	175.00
★ Max Jet	140.00	175.00
★ Max Pearl	140.00	175.00
★ Max Ruby	140.00	175.00
★ Max Sapphire	140.00	175.00
★ Natural Selection	25.00	35.00
● Nether Shadow	6.00	10.00
● Nettle Imp	4.00	7.00
★ Nevinyrral's Disk	25.00	35.00
★ Nightmare	18.00	25.00
★ Northern Paladin	12.00	18.00
● Obsidian Golem	1.00	1.75
● Orcish Artillery	2.00	3.00
● Orcish Oriflamme	3.00	4.00
■ Paralyze	75	1.50
□ Pearled Unicorn	50	1.00
★ Personal Incarnation	8.00	12.00
● Pestilence	50	1.00
● Phantasmal Forces	1.00	1.75
■ Phantasmal Terrain	50	1.00
● Phantom Monster	1.00	1.75
★ Pirate Ship	5.00	8.00
■ Plague Rats	50	1.00
■ Plains	50	1.00
★ Plateau	35.00	40.00
■ Power Leak	50	1.00
■ Power Sink	50	1.00
★ Power Surge	6.00	10.00
● Prodigal Sorcerer	1.00	1.50
● Psychic Blast	15.00	20.00
■ Psychic Venom	50	1.00
★ Purrelance	3.00	4.00
★ Raging River	30.00	45.00
■ Raise Dead	50	1.00
■ Red Elemental Blast	1.50	2.00
○ Red Ward	1.00	1.75
■ Regeneration	50	1.00
● Regrowth	6.00	10.00
○ Resurrection	4.00	6.00
★ Reverse Damage	8.00	12.00
★ Righteousness	8.00	12.00
★ Roc of Kher Ridges	10.00	15.00

★ Rock Hydra	12.00	18.00
● Rod of Ruin	1.00	1.75
★ Royal Assassin	20.00	30.00
● Sacrifice	2.00	3.50
□ Samite Healer	50	1.00
★ Savannah	25.00	35.00
★ Savannah Lions	8.00	10.00
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● Scavenging Ghoul	1.00	1.75
★ Scrubland	25.00	35.00
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■ Sea Serpent	50	1.00
★ Sedge Troll	10.00	15.00
● Sengir Vampire	10.00	15.00
○ Serra Angel	15.00	20.00
■ Shanodin Dryads	50	1.00
■ Shatter	75	1.25
★ Shivan Dragon	30.00	45.00
● Simulacrum	1.00	1.75
● Sinkhole	10.00	15.00
● Siren's Call	1.50	3.00
★ Sleight of Mind	5.00	8.00
★ Smoke	4.00	6.00
● Sol Ring	10.00	15.00
● Soul Net	1.00	1.75
■ Spell Blast	50	1.00
★ Stasis	5.00	8.00
● Steel Artifact	1.00	1.75
● Stone Giant	1.00	1.75
■ Stone Rain	75	1.50
■ Stream of Life	50	1.00
★ Sunglasses of Urza	5.00	8.00
■ Swamp	50	1.00
○ Swords to Plowshares	8.00	12.00
★ Taiga	25.00	35.00
■ Terror	75	1.50
● Thicket Basilisk	2.50	4.00
★ Thoughtlace	3.00	4.00
● Throne of Bone	1.00	1.75
★ Timber Wolves	5.00	8.00
★ Time Vault	55.00	65.00
★ Time Walk	150.00	175.00
★ Timewister	80.00	110.00
■ Tranquility	50	1.00
★ Tropical Island	25.00	35.00
● Tsunami	1.00	1.75
★ Tundra	25.00	35.00
● Tunnel	1.00	1.75
■ Twiddle	50	1.00
★ Two-Headed Giant of Foriys	35.00	50.00
★ Underground Sea	25.00	35.00
■ Unholy Strength	50	1.00
■ Unsummon	50	1.00
● Utthen Troll	3.00	4.00
★ Verduran Enchantress	6.00	10.00
★ Vesuvan Doppelganger	25.00	35.00
★ Veteran Bodyguard	12.00	18.00
★ Volcanic Eruption	6.00	10.00
★ Volcanic Island	35.00	40.00
● Wall of Air	1.00	1.75
● Wall of Bone	1.00	1.75
● Wall of Brambles	1.00	1.75
● Wall of Fire	1.00	1.75
● Wall of Ice	1.00	1.75
● Wall of Stone	1.00	1.75
○ Wall of Swords	2.00	3.50
● Wall of Water	1.00	1.75
■ Wall of Wood	50	1.00
● Wanderlust	1.00	1.75
■ War Mammoth	50	1.00
★ Warp Artifact	5.00	8.00
● Water Elemental	2.00	3.50
■ Weakness	50	1.00
★ Web	5.00	8.00
★ Wheel of Fortune	15.00	20.00
○ White Knight	3.00	4.00
○ White Ward	1.00	1.75
■ Wild Growth	50	1.00
★ Will-O-The-Wisp	8.00	12.00
★ Winter Orb	7.00	10.00
● Wooden Sphere	1.00	1.75
★ Word of Command	35.00	50.00
★ Wrath of God	18.00	24.00
★ Zombie Master	8.00	12.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1994
Cards are white-bordered but otherwise identical to Beta cards.
Full Set (302 cards) \$1,400.00... 1,800.00
Starter Deck (60 cards) 125.00... 150.00
Starter Box (10 decks) 1,200.00... 1,500.00
Booster Pack (15 cards) 45.00... 60.00
Booster Box (36 packs) 1,600.00... 2,000.00

magic: the gathering price guide

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ■ WHITE ■ LAND

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price guide

Name	Low	High
Air Elemental	1.25	2.50
Ancestral Recall	90.00	110.00
Animate Artifact	1.00	1.75
Animate Dead	1.00	1.75
Animate Wall	2.50	3.50
Ankh of Mishra	4.00	6.00
Armageddon	5.00	8.00
Aspect of Wolf	5.00	8.00
Bad Moon	5.00	8.00
Badlands	10.00	15.00
Balance	4.00	6.00
Basalt Monolith	1.50	3.00
Bayou	10.00	15.00
Benalish Hero	.25	.75
Berserk	25.00	35.00
Birds of Paradise	5.00	8.00
Black Knight	2.00	3.00
Black Lotus	200.00	275.00
Black Vise	1.50	3.00
Black Ward	1.00	1.75
Blaze of Glory	25.00	40.00
Blessing	4.00	6.00
Blue Elemental Blast	.25	.75
Blue Ward	1.00	1.75
Bog Wraith	1.25	2.50
Braingeyser	10.00	15.00
Burrowing	1.00	1.75
Camouflage	5.00	10.00
Castle	2.00	3.00
Celestial Prism	1.00	1.75
Channel	.30	.75
Chaos Orb	40.00	60.00
Chaoslace	2.50	4.00
Circle of Protection: Black	.25	.75
Circle of Protection: Blue	.25	.75
Circle of Protection: Green	.25	.75
Circle of Protection: Red	.25	.75
Circle of Protection: White	.25	.75
Clockwork Beast	4.00	6.00
Clone	5.00	8.00
Cockatrice	4.00	6.00
Consecrate Land	9.00	15.00
Conservator	1.00	1.75
Contract from Below	5.00	8.00
Control Magic	2.00	3.00
Conversion	2.50	3.50
Copper Tablet	6.00	10.00
Copy Artifact	8.00	12.00
Counterspell	2.00	4.00
Craw Wurm	.25	.75
Creature Bond	.25	.75
Crusade	5.00	8.00
Crystal Rod	1.00	1.75
Cursed Land	1.00	1.75
Cyclopean Tomb	35.00	55.00
Dark Ritual	.25	.75
Darkpact	4.00	6.00
Death Ward	.25	.75
Deathgrip	1.00	1.75
Deathlace	2.50	3.50
Demonic Attorney	5.00	8.00
Demonic Hordes	10.00	15.00
Demonic Tutor	8.00	12.00
Dingus Egg	6.00	10.00
Disenchant	.25	.75
Disintegrate	.25	.75
Disrupting Scepter	4.00	6.00
Dragon Whelp	2.00	3.00
Drain Life	.25	.75
Drain Power	5.00	8.00
Drudge Skeletons	.25	.75
Dwarven Demolition Team	5.00	8.00
Dwarven Warriors	.25	.75
Earth Elemental	1.50	3.00
Earthbind	1.00	1.75
Earthquake	5.00	7.00
Elvish Archers	3.50	5.00
Evil Presence	1.00	1.75
False Orders	3.00	5.00
Farmstead	4.00	6.00
Fastbond	8.00	12.00
Fear	.25	.75
Feedback	1.00	1.75
Fire Elemental	1.50	3.00

Fireball	.25	.75
Firebreathing	.25	.75
Flashfires	1.00	1.75
Flight	.25	.75
Fog	.25	.75
Force of Nature	10.00	15.00
Forcefield	70.00	90.00
Forest	.25	.75
Fork	25.00	30.00
Frozen Shade	.25	.75
Fungusaur	5.00	8.00
Gaea's Liege	9.00	12.00
Gauntlet of Might	60.00	80.00
Giant Growth	.25	.75
Giant Spider	.25	.75
Glasses of Urza	1.00	1.75
Gloom	1.00	1.75
Goblin Balloon Brigade	1.00	1.75
Goblin King	4.00	6.00
Granite Gargoyle	8.00	12.00
Gray Ogre	.25	.75
Green Ward	1.00	1.75
Grizzly Bears	.25	.75
Guardian Angel	1.00	1.75
Healing Salve	.25	.75
Helm of Chutzuk	3.50	5.00
Hill Giant	.25	.75
Hive, The	5.00	8.00
Holy Armor	.25	.75
Holy Strength	.25	.75
Howl from Beyond	.25	.75
Howling Mine	5.00	7.00
Hurlcoat Minotaur	.25	.75
Hurricane	1.00	1.75
Hypnotic Specter	2.00	3.00
Ice Storm	16.00	20.00
Icy Manipulator	15.00	30.00
Illusionary Mask	20.00	30.00
Instill Energy	1.00	1.75
Invisibility	5.00	8.00
Iron Star	1.00	1.75
Ironclaw Orcs	.25	.75
Ironroot Treefolk	.25	.75
Island (Dark Blue Sky)	.25	.75
Island	.25	.75
Island Sanctuary	2.00	3.00
Ivory Cup	1.00	1.75
Jade Monolith	2.50	4.00
Jade Statue	15.00	20.00
Jayemdae Tome	4.00	6.00
Juggernaut	6.00	8.00
Jump	.25	.75
Karma	1.00	1.75
Keldon Warlord	2.00	3.00
Kormus Bell	3.00	4.00
Kudzu	6.00	10.00
Lance	1.00	1.75
Ley Druid	1.00	1.75
Library of Leng	1.00	1.75
Lich	30.00	50.00
Lifeforce	1.00	1.75
Lifelace	2.50	3.50
Lifetop	1.00	1.75
Lightning Bolt	.25	.75
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.00	3.00
Llanowar Elves	.25	.75
Lord of Atlantis	5.00	7.00
Lord of the Pit	7.00	10.00
Lure	1.00	1.75
Magical Hack	7.00	10.00
Mahamoti Djinn	6.00	10.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabars	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	.25	.75
Mesa Pegasus	.25	.75
Mind Twist	6.00	10.00
Mons's Goblin Raiders	.25	.75
Mountain	.25	.75
Mox Emerald	130.00	160.00
Mox Jet	130.00	160.00
Mox Pearl	130.00	160.00
Mox Ruby	130.00	160.00
Mox Sapphire	130.00	160.00
Natural Selection	18.00	25.00
Nether Shadow	4.00	6.00
Nettling Imp	3.00	5.00
Nevinyrral's Disk	6.00	10.00
Nightmare	10.00	15.00
Northern Paladin	5.00	7.00
Obsidian Golem	1.00	1.75
Orcish Artillery	1.25	2.50

Orcish Oriflame	2.50	3.50
Paralyze	.25	.75
Pearled Unicorn	.25	.75
Personal Incarnation	6.00	10.00
Pestilence	.25	.75
Phantasmal Forces	1.00	1.75
Phantasmal Terrain	.25	.75
Phantom Monster	1.50	2.50



When Lake of the Dead comes into play, sacrifice a swamp or bury Lake of the Dead.
 • Add 2 to your mana pool.
 • Sacrifice a swamp to add 4 to your mana pool.

TOP TEN HOTTEST CARDS

9) Lake of the Dead
 Somebody really ought to check the pH level of that swimming pool. I haven't seen those two lifeguards since they went in. Anyhow, the Lake allows you to sacrifice a swamp in exchange for four black mana. That's a potential extra-strength Dark Ritual every turn.

Pirate Ship	4.00	6.00
Plague Rats	.25	.75
Plains	.25	.75
Plateau	12.00	20.00
Power Leak	.25	.75
Power Sink	.25	.75
Power Surge	5.00	8.00
Prodigal Sorcerer	.25	.75
Psionic Blast	15.00	20.00
Psychic Venom	.25	.75
Purelace	2.50	3.50
Raging River	25.00	35.00
Raise Dead	.25	.75
Red Elemental Blast	.25	.75
Red Ward	1.00	1.75
Regeneration	.25	.75
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	6.00	10.00
Roc of Kher Ridges	8.00	12.00
Rock Hydra	10.00	15.00
Rod of Ruin	1.00	1.75
Royal Assassin	10.00	15.00
Sacrifice	1.50	3.00
Samite Healer	.25	.75
Savannah	10.00	15.00
Savannah Lions	4.00	6.00
Scathe Zombies	.25	.75
Scavenging Ghoul	1.50	2.50
Scrubland	10.00	15.00
Scrib Sprites	.25	.75
Sea Serpent	.25	.75
Sedge Troll	6.00	9.00
Sengir Vampire	4.00	6.00
Serra Angel	5.00	8.00
Shanodin Dryads	.25	.75
Shatter	.25	.75
Shivan Dragon	15.00	20.00
Simulacrum	1.00	1.75
Sinkhole	8.00	12.00
Siren's Call	1.25	2.50
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00
Sol Ring	7.00	10.00
Soul Net	1.00	1.75
Spell Blast	.25	.75
Stasis	4.00	6.00
Steal Artifact	1.50	2.50
Stone Giant	1.00	1.75
Stone Rain	.25	.75
Stream of Life	.25	.75
Sunglasses of Urza	4.00	6.00
Swamp	.25	.75
Swords to Plowshares	1.25	2.50
Taiga	12.00	20.00
Terror	.25	.75

Thicket Basilisk	2.00	3.00
Thoughtlace	2.50	3.50
Throne of Bone	1.00	1.75
Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	140.00	165.00
Timetwister	70.00	90.00
Tranquility	.25	.75
Tropical Island	10.00	15.00
Tsunami	1.00	1.75
Tundra	10.00	15.00
Tunnel	1.25	2.00
Twiddle	.25	.75
Two-Headed Giant of Fariys	30.00	45.00
Underground Sea	10.00	15.00
Unholy Strength	.25	.75
Unsummon	.25	.75
Uthden Troll	2.00	3.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	30.00
Veteran Bodyguard	10.00	15.00
Volcanic Eruption	5.00	8.00
Volcanic Island	10.00	15.00
Wall of Air	1.00	1.75
Wall of Bone	1.00	1.75
Wall of Brambles	1.00	1.75
Wall of Fire	1.00	1.75
Wall of Ice	1.00	1.75
Wall of Stone	1.00	1.75
Wall of Swords	2.25	3.00
Wall of Water	1.00	1.75
Wall of Wood	.25	.75
Wanderlust	1.00	1.75
War Mammoth	.25	.75
Warp Artifact	4.00	6.00
Water Elemental	1.50	3.00
Weakness	.25	.75
Web	4.00	6.00
Wheel of Fortune	8.00	15.00
White Knight	2.50	3.50
White Ward	1.00	1.75
Wild Growth	.25	.75
Will-O'-The-Wisp	5.00	8.00
Winter Orb	4.00	6.00
Wooden Sphere	1.00	1.75
Word of Command	30.00	45.00
Wrath of God	6.00	10.00
Zombie Master	6.00	10.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	\$300.00	500.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	100.00	150.00
Booster Pack (15 cards)	3.25	5.00
Booster Box (36 packs)	110.00	175.00

All unlisted cards are worth the same as Unlimited.

Name	Low	High
Aladdin's Lamp	2.50	3.50
Aladdin's Ring	3.50	5.00
Armageddon Clock	2.50	3.50
Atog	.25	.50
Battle of Suleiman	3.00	4.00
Brass Man	.75	1.50
Crumble	.75	1.50
Dancing Scimitar	3.00	4.00
Desert Twister	1.50	2.50
Dragon Engine	1.25	2.00
Dwarven Weaponsmith	1.50	2.50
Ebony Horse	2.50	3.50
El-Hajjaj	4.00	6.00
Energy Flux	.75	1.50
Erg Raiders	.25	.50
Eye for an Eye	3.50	5.00
Flying Carpet	3.50	5.00
Hurkyl's Recall	3.50	5.00
Island Fish Jascanus	3.00	4.00
Jandar's Ring	5.00	8.00
Jandar's Saddlebags	2.50	3.50
Kird Ape	1.00	2.00
Magnetic Mountain	2.50	3.50
Mijae Djinn	4.00	6.00
Millstone	5.00	7.00
Mishra's War Machine	2.50	3.50
Onulet	1.25	2.00
Ornithopter	.75	1.50
Primal Clay	2.50	3.50
Rock, The	1.25	2.00
Reconstruction	.75	1.50
Reverse Polarity	.75	1.50
Rocket Launcher	4.00	6.00



★ Serendib Efreet	10.00	15.00
● Shatterstorm	4.00	6.00
★ Sorceress Queen	5.00	8.00
★ Titania's Song	2.50	3.50
■ Unstable Mutation	.25	.50

FOURTH EDITION

WIZARDS OF THE COAST 1995
Cards contain a copyright date beneath the artist's name on the front of the card.
Full Set (378 cards) \$250.00 350.00
Starter Deck (60 cards) 8.00 12.00
Starter Box (10 decks) 75.00 100.00
Booster Pack (15 cards) 2.50 3.50
Booster Box (36 packs) 85.00 110.00

Name	Low	High
● Abomination	.75	1.50
● Air Elemental	.75	1.50
□ Alabaster Potion	.10	.25
★ Aladdin's Lamp	2.00	3.00
★ Aladdin's Ring	3.00	5.00
● Ali Baba	.75	1.50
□ Amrou Kithkin	.10	.25
● Amulet of Kroog	.10	.25
○ Angry Mob	.75	1.50
● Animate Artifact	.75	1.50
● Animate Dead	.75	1.50
★ Animate Wall	1.50	2.50
★ Ankh of Mishra	2.50	3.50
■ Apprentice Wizard	.10	.25
★ Armageddon	4.00	6.00
★ Armageddon Clock	2.50	3.50
● Ashes to Ashes	.75	1.50
● Ashnod's Battle Gear	.75	1.50
★ Aspect of Wolf	2.00	4.00
● Backfire	.75	1.50
★ Bad Moon	4.00	6.00
☆ Balance	3.00	4.00
★ Ball Lightning	8.00	12.00
■ Battering Ram	.10	.25
□ Benalish Hero	.10	.25
■ Bird Maiden	.10	.25
★ Birds of Paradise	5.00	8.00
● Black Knight	.75	1.50
★ Black Mana Battery	3.50	5.00
● Black Vise	.75	1.50
○ Black Ward	.75	1.50
☆ Blessing	2.50	3.50
● Blight	.75	1.50
■ Blood Lust	.10	.25
■ Blue Elemental Blast	.10	.25
★ Blue Mana Battery	3.50	5.00
● Blue Ward	.75	1.50
● Bog Imp	.10	.25
● Bog Wraith	.75	1.50
★ Bottle of Suleiman	2.50	3.50
□ Brainwash	.10	.25
● Brass Man	.75	1.50
★ Bronze Tablet	2.50	3.50
■ Brothers of Fire	.10	.25
■ Brute, The	.10	.25
● Burrowing	.75	1.50
■ Carnivorous Plant	.10	.25
● Carrion Ants	2.00	5.00
○ Castle	.75	1.50
● Cave People	.75	1.50
● Celestial Prism	.75	1.50
● Channel	.75	1.50
★ Chaoslace	1.50	2.50
○ Circle of Protection: Artifact	.75	1.50
□ Circle of Protection: Black	.10	.25
□ Circle of Protection: Blue	.10	.25
□ Circle of Protection: Green	.10	.25
□ Circle of Protection: Red	.10	.25
□ Circle of Protection: White	.10	.25
■ Clay Statue	.10	.25
★ Clockwork Avian	4.00	6.00
★ Clockwork Beast	2.50	3.50
★ Cockatrice	3.50	5.00
★ Colossus of Sardia	5.00	7.00
● Conservator	.75	1.50
● Control Magic	.75	1.50
● Conversion	.75	1.50
★ Coral Helm	2.50	3.50
★ Cosmic Horror	3.50	5.00
● Counterspell	.75	1.50
■ Craw Wurm	.10	.25
■ Creature Bond	.10	.25
★ Crimson Manticores	2.50	3.50
● Crumble	.75	1.50
☆ Crusade	4.00	6.00
● Crystal Rod	.75	1.50
● Cursed Land	.75	1.50
● Cursed Rack	.75	1.50

● Cyclopean Mummy	.10	.25
★ Dancing Scimitar	2.50	3.50
■ Dark Ritual	.10	.25
□ Death Ward	.10	.25
● Deathgrip	.75	1.50
★ Deathlace	1.50	2.50
● Desert Twister	.75	1.50
● Detonate	.75	1.50
● Diabolic Machine	.75	1.50
★ Dingus Egg	3.50	5.00
□ Disenchant	.10	.25
■ Disintegrate	.10	.25
★ Disrupting Scepter	3.00	5.00
○ Divine Transformation	1.50	2.50
★ Dragon Engine	1.50	2.50
★ Dragon Whelp	.75	1.50
■ Drain Life	.10	.25
★ Drain Power	3.50	5.00
■ Drudge Skeletons	.10	.25
■ Durkwood Boars	.10	.25
■ Dwarven Warriors	.10	.25
● Earth Elemental	.75	1.50
★ Earthquake	3.00	5.00
★ Ebony Horse	2.00	3.00
★ El-Hajjaj	2.00	3.00
★ Elder Land Wurm	3.50	5.00
● Elven Riders	.75	1.50
★ Elvish Archers	3.00	4.00
● Energy Flux	.75	1.50
■ Energy Tap	.10	.25
■ Erg Raiders	.10	.25
■ Erosion	.10	.25
■ Eternal Warrior	.10	.25
● Evil Presence	.75	1.50
★ Eye for an Eye	2.00	3.00
★ Fear	.10	.25
● Feedback	.75	1.50
● Fellwar Stone	1.50	3.00
● Fire Elemental	.75	1.50
■ Fireball	.10	.25
■ Firebreathing	.10	.25
■ Fissure	.10	.25
● Flashfires	.75	1.50
■ Flight	.10	.25
■ Flood	.10	.25
★ Flying Carpet	3.00	4.00
■ Fog	.10	.25
★ Force of Nature	6.00	9.00
■ Forest	.10	.25
□ Fortified Area	.10	.25
■ Frozen Shade	.10	.25
★ Fungusaur	3.50	5.00
★ Gaea's Liege	4.00	6.00
● Gaseous Form	.10	.25
● Ghost Ship	.75	1.50
■ Giant Growth	.10	.25
■ Giant Spider	.10	.25
■ Giant Strength	.10	.25
■ Giant Tortoise	.10	.25
★ Glasses of Urza	.60	1.00
● Gloom	.75	1.50
● Goblin Balloon Brigade	.75	1.50
★ Goblin King	4.00	6.00
■ Goblin Rock Sled	.10	.25
■ Grapeshot Catapult	.10	.25
■ Gray Ogre	.10	.25
★ Greed	2.50	3.50
★ Green Mana Battery	3.50	5.00
○ Green Ward	.75	1.50
■ Grizzly Bears	.10	.25
□ Healing Salve	.10	.25
★ Helm of Chatzuk	2.00	3.00
■ Hill Giant	.10	.25
★ Hive, The	2.00	4.00
□ Holy Armor	.10	.25
□ Holy Strength	.10	.25
■ Howl from Beyond	.10	.25
★ Howling Mine	6.00	10.00
★ Hurkyl's Recall	2.00	3.00
■ Hurloon Minotaur	.10	.25
★ Hurr Jackal	2.00	3.00
● Hurricane	.75	1.50
● Hypnotic Specter	.75	1.50
■ Immolation	.10	.25
★ Inferno	3.50	5.00
● Instill Energy	.75	1.50
● Iron Star	.75	1.50
■ Ironclaw Orcs	.10	.25
■ Ironroot Treefolk	.10	.25
■ Island	.10	.25
★ Island Fish Jasconius	2.50	3.50
★ Island Sanctuary	2.50	3.50
● Ivory Cup	.75	1.50
★ Ivory Tower	4.00	6.00
★ Jade Monolith	1.25	2.50
★ Jandor's Saddlebags	2.00	3.00

★ Jayemdae Tome	3.00	5.00
■ Jump	.10	.25
● Junun Efreet	.75	1.50
○ Karma	.75	1.50
○ Keldan Warlord	.75	1.50
● Killer Bees	2.00	4.00
○ Kismet	2.00	4.00
★ Kormus Bell	1.25	2.00
■ Land Leeches	.10	.25
★ Land Tax	4.00	6.00
★ Leviathan	5.00	8.00
● Ley Druid	.75	1.50
● Library of Leng	.75	1.50
● Lifeforce	.75	1.50
★ Lifelace	1.50	2.50
● Lifetap	.75	1.50
■ Lightning Bolt	.10	.25
★ Living Artifact	2.50	3.50
★ Living Lands	2.50	3.50
■ Llanowar Elves	.10	.25
★ Lord of Atlantis	4.00	6.00
★ Lord of the Pit	7.00	10.00
● Lost Soul	.10	.25
● Lure	.75	1.50
★ Magical Hack	3.50	5.00
★ Magnetic Mountain	2.00	3.00
★ Mahamoti Djinn	6.00	8.00
★ Mana Clash	1.50	2.50
★ Mana Flare	3.50	5.00
★ Mana Short	3.00	4.00
★ Mana Vault	3.00	5.00
★ Manabars	2.50	3.50
■ Marsh Gas	.10	.25
■ Marsh Viper	.10	.25
★ Meekstone	3.00	4.00
■ Merfolk of the Pearl Trident	.10	.25
□ Mesa Pegasus	.10	.25
★ Millstone	4.00	6.00
● Mind Bomb	.75	1.50
★ Mind Twist	3.00	5.00
● Mishra's Factory	1.50	3.00
★ Mishra's War Machine	2.00	3.00
★ Mons's Goblin Raiders	.10	.25
□ Morale	.10	.25
■ Mountain	.10	.25
■ Murk Dwellers	.10	.25
■ Naf's Asp	.10	.25
★ Nether Shadow	3.00	4.00
★ Nevinyrral's Disk	4.00	6.00
★ Nightmare	7.00	12.00
☆ Northern Paladin	4.00	6.00
● Oasis	.75	1.50
● Obsidian Golem	.75	1.50
★ Orulet	.75	1.50
● Orcish Artillery	.75	1.50
● Orcish Oriflamme	.75	1.50
● Ornithopter	.75	1.50
○ Osai Vultures	.75	1.50
■ Paralyze	.10	.25
□ Pearled Unicorn	.10	.25
☆ Personal Incarnation	4.00	6.00
■ Pestilence	.10	.25
● Phantasmal Forces	.75	1.50
■ Phantasmal Terrain	.10	.25
● Phantom Monster	.75	1.50
□ Piety	.10	.25
□ Pikemen	.10	.25
★ Pirate Ship	3.00	4.00
■ Pit Scorpion	.10	.25
■ Plague Rats	.10	.25
■ Plains	.10	.25
■ Power Leak	.10	.25
■ Power Sink	.10	.25
★ Power Surge	2.50	3.50
■ Pradesh Gypsies	.10	.25
★ Primal Clay	2.00	3.00
■ Prodigal Sorcerer	.10	.25
★ Psionic Entity	2.50	3.50
■ Psychic Venom	.10	.25
☆ Purelace	1.50	2.50
● Pyrotechnics	.75	1.50
● Rack, The	.75	1.50
● Radian Spirit	.75	1.50
★ Rag Man	2.50	3.50
■ Raise Dead	.10	.25
★ Rebirth	2.50	3.50
■ Red Elemental Blast	.10	.25
★ Red Mana Battery	3.50	5.00
○ Red Ward	.75	1.50
● Regeneration	.10	.25
● Relic Bind	.75	1.50
☆ Reverse Damage	4.00	6.00
☆ Righteousness	3.00	5.00
● Rod of Ruin	.75	1.50
★ Royal Assassin	9.00	15.00
□ Samite Healer	.10	.25

■ Sandstorm	.10	.25
☆ Savannah Lions	3.00	5.00
■ Scathe Zombies	.10	.25
● Scavenging Ghoul	.75	1.50
■ Scryb Sprites	.10	.25
■ Sea Serpent	.10	.25
□ Seeker	.10	.25
● Segovian Leviathan	.75	1.50
● Sengir Vampire	3.00	5.00
○ Serra Angel	4.00	6.00
■ Shandin Dryads	.10	.25
● Shapeshifter	.75	1.50
■ Shatter	.10	.25
★ Shivan Dragon	10.00	18.00
● Simulacrum	.75	1.50
● Sindbad	.75	1.50
● Siren's Call	.75	1.50
■ Sisters of the Flame	.10	.25
★ Sleight of Mind	3.00	4.00
★ Smoke	2.50	3.50
★ Sorceress Queen	4.00	6.00
● Soul Net	.75	1.50
■ Spell Blast	.10	.25
○ Spirit Link	.75	1.50
● Spirit Shackles	.75	1.50
■ Stasis	3.00	5.00
● Steal Artifact	.75	1.50
● Stone Giant	.75	1.50
■ Stone Rain	.10	.25



TOP TEN HOTTEST CARDS

8) Ritual of the Machine
The card that makes the Krovikan Vampire and the Wretched hang their collectively damned heads in shame. Who can compete with a sorcery? You can't have it disenchant later. Heck, in Type I you can even Fork it! Oh, the angst!

■ Stream of Life	.10	.25
● Strip Mine	3.00	5.00
★ Sunglasses of Urza	2.50	3.50
■ Sunken City	.10	.25
■ Swamp	.10	.25
○ Swords to Plowshares	.75	1.50
● Sylvan Library	4.00	6.00
● Tawnos's Wand	.75	1.50
● Tawnos's Weaponry	.75	1.50
★ Tempest Efreet	1.50	2.50
■ Terror	.10	.25
★ Tetraovus	4.00	6.00
● Thicket Basilisk	.75	1.50
★ Thoughtlace	1.50	2.50
● Throne of Bone	.75	1.50
★ Timber Wolves	2.50	3.50
★ Time Elemental	6.00	10.00
★ Titania's Song	2.00	3.00
■ Tranquility	.10	.25
★ Triskelion	4.00	6.00
● Tsunami	.75	1.50
□ Tundra Wolves	.10	.25
● Tunnel	.75	1.50
■ Twiddle	.10	.25
● Uncle Istvan	.75	1.50
■ Unholy Strength	.10	.25
■ Unstable Mutation	.10	.25
■ Unsummon	.10	.25
● Untamed Wilds	.75	1.50
★ Urza's Avenger	4.00	6.00
● Uthden Troll	.75	1.50
■ Vampire Bats	.10	.25
■ Venom	.10	.25
★ Verduron Enchantress	2.50	3.50
○ Visions	.75	1.50
★ Volcanic Eruption	2.50	3.50

WENT UP

WENT DOWN

HEAVILY TRADED

IQ

price guide

Wall of Air	.75	1.50
Wall of Bone	.75	1.50
Wall of Brambles	.75	1.50
Wall of Dust	.75	1.50
Wall of Fire	.75	1.50
Wall of Ice	.75	1.50
Wall of Spears	.10	.25
Wall of Stone	.75	1.50
Wall of Swords	.75	1.50
Wall of Water	.75	1.50
Wall of Wood	.10	.25
Wanderlust	.75	1.50
War Mammoth	.10	.25
Warp Artifact	2.50	3.50
Water Elemental	.75	1.50
Weakness	.10	.25
Web	2.50	3.50
Whirling Dervish	.75	1.50
White Knight	.75	1.50
White Mana Battery	3.50	5.00
White Ward	.75	1.50
Wild Growth	.10	.25
Will-O'-The-Wisp	4.00	6.00
Winds of Change	4.00	6.00
Winter Blast	.75	1.50
Winter Orb	3.00	5.00
Wooden Sphere	.75	1.50
Word of Binding	.10	.25
Wrath of God	4.00	6.00
Xenic Poltergeist	1.25	2.00
Yotian Soldier	.10	.25
Zephyr Falcon	.10	.25
Zombie Master	3.00	5.00

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1994
 Full Set (78 cards) \$600.00 800.00
 Booster Pack (8 cards) 50.00 70.00
 Booster Box (60 packs) 2,900.00 4,200.00

Name	Low	High
Abu Ja'far	3.50	5.00
Aladdin	10.00	15.00
Aladdin's Lamp	3.50	5.00
Aladdin's Ring	5.00	8.00
Ali Baba	5.00	8.00
Ali from Cairo	60.00	75.00
Army of Allah	4.00	5.00
Bazaar of Baghdad	10.00	18.00
Bird Maiden	.25	.75
Bottle of Suleiman	6.00	10.00
Brass Man	1.25	2.00
Camel	1.00	1.50
City in a Bottle	12.00	20.00
City of Brass	12.00	20.00
Cuombaji Witches	.25	.75
Cyclone	5.00	8.00
Dancing Scimitar	5.00	8.00
Dandan	.25	.75
Desert	3.00	4.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	45.00	55.00
Drop of Honey	20.00	35.00
Ebony Horse	5.00	8.00
El-Hajjaj	6.00	10.00
Elephant Graveyard	20.00	35.00
Erg Raiders	.25	.75
Erhnam Djinn	12.00	20.00
Eye for an Eye	6.00	10.00
Fishliver Oil	.25	.75
Flying Carpet	5.00	8.00
Flying Men	3.00	4.00
Ghazban Ogre	.25	.75
Giant Tortoise	.25	.75
Guardian Beast	40.00	65.00
Hasran Ogress	.25	.75
Hurr Jackal	1.00	2.00
Iff-biff Efreet	20.00	30.00
Island Fish Jasconius	5.00	8.00
Island of Wak-Wak	25.00	35.00
Jandor's Ring	5.00	8.00
Jandor's Saddlebags	6.00	10.00
Jeweled Bird	4.00	6.00

Jihad	25.00	40.00
Junon Efreet	7.00	10.00
Juzam Djinn	90.00	115.00
Khabal Ghoul	20.00	30.00
King Suleiman	12.00	18.00
Kird Ape	3.00	4.00
Library of Alexandria	55.00	70.00
Magnetic Mountain	4.00	6.00
Merchant Ship	7.00	10.00
Metamorphosis	.50	1.00
Mijae Djinn	8.00	12.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Naf's Asp	.25	.75
Oasis	3.50	5.00
Old Man of the Sea	25.00	35.00
Oubliette	3.50	5.00
Piety	.25	.75



TOP TEN HOTTEST CARDS
7) Kjeldoran Outpost
 Anyone notice that there are no Homelands cards in the Top 10 this month? No Baron, No Willow. Must have slipped out together. The Kjeldoran Outpost is a nifty little land—you can tap it for white or use it to pop out a horde of little white soldier tokens.

Pyramids	15.00	25.00
Repentant Blacksmith	3.00	5.00
Ring of Ma'rif	20.00	30.00
Rukh Egg	7.00	12.00
Sandals of Abdallah	8.00	12.00
Sandstorm	.25	.75
Serendib Djinn	15.00	20.00
Serendib Efreet	12.00	18.00
Shahrazad	12.00	20.00
Sindbad	5.00	8.00
Singing Tree	20.00	30.00
Sorceress Queen	8.00	12.00
Stone-Throwing Devils	4.00	6.00
Unstable Mutation	.25	.75
War Elephant	.25	.75
Wyluli Wolf	4.00	6.00
Ydwen Efreet	10.00	15.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994
 Full Set (100 cards) \$300.00 400.00
 Booster Pack (8 cards) 12.00 18.00
 Booster Box (60 packs) 700.00 900.00

Name	Low	High
Amulet of Kroog	.10	.25
Argivian Archaeologist	30.00	40.00
Argivian Blacksmith	.40	1.00
Argothian Pixies	.10	.25
Argothian Treefolk	1.00	2.00
Armageddon Clock	3.50	5.00
Artifact Blast	.40	1.00
Artifact Ward	.40	1.00
Artifact Possession	.40	1.00
Ashnod's Altar	1.00	2.00
Ashnod's Battle Gear	2.50	3.50
Ashnod's Transmogrator	1.00	2.00
Atog	1.50	2.50
Battering Ram	.10	.25
Bronze Tablet	4.00	6.00
Candelabra of Tawnos	30.00	40.00
Circle of Protection: Artifact	6.00	8.00
Citanul Druid	3.00	4.00
Clay Statue	.10	.25
Clockwork Avian	7.00	10.00
Colossus of Sardia	10.00	15.00

Coral Helm	4.00	6.00
Crumble	.10	.25
Cursed Rack	2.50	3.50
Damping Field	2.50	3.50
Detonate	2.00	3.00
Drafna's Restoration	1.00	2.00
Dragon Engine	.10	.25
Dwarven Weaponsmith	2.00	3.00
Energy Flux	1.00	2.00
Feldon's Cane	5.00	10.00
Gaea's Avenger	10.00	18.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.00	2.00
Golgothian Sylex	7.00	10.00
Grapeshot Catapult	.10	.25
Haunting Wind	2.50	3.50
Hurkyl's Recall	6.00	8.00
Ivory Tower	7.00	10.00
Jalum Tome	4.00	6.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.50	3.50
Millstone	5.00	8.00
Mishra's Factory (Spring/Fall)	5.00	8.00
Mishra's Fac. (Summer/Winter)	8.00	10.00
Mishra's War Machine	3.50	5.00
Mishra's Workshop	20.00	30.00
Obelisk of Undoing	8.00	10.00
Onulet	2.25	3.00
Orkish Mechanics	.40	1.00
Ornithopter	.40	1.00
Phyrexian Gremlins	1.00	2.00
Power Artifact	3.50	5.00
Powerleech	3.50	5.00
Priest of Yawgmoth	.75	1.50
Primal Clay	3.50	5.00
Rack, The	1.50	2.50
Rakalite	2.00	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	4.00	6.00
Sage of Lat-Nam	.40	1.00
Shapeshifter	7.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegon	.40	1.00
Strip Mine	8.00	10.00
Strip Mine (sky picture)	5.00	8.00
Su-Chi	3.00	4.00
Tablet of Epityr	.15	.50
Tawnos's Coffin	15.00	20.00
Tawnos's Wand	2.00	3.00
Tawnos's Weaponry	2.00	3.00
Tetravus	8.00	10.00
Titanio's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelion	8.00	10.00
Urza's Avenger	8.00	12.00
Urza's Chalice	.15	.50
Urza's Mine	.10	.25
Urza's Miter	7.00	10.00
Urza's Power Plant	.10	.25
Urza's Tower	.10	.25
Wall of Spears	.10	.25
Weakstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00
Yotian Soldier	.10	.25

LEGENDS

WIZARDS OF THE COAST- 1994
 Full Set (310 cards) \$1,100.00 1,400.00
 Booster Pack (15 cards) 25.00 30.00
 Booster Box (36 packs) 850.00 1,000.00

Name	Low	High
Abomination	3.50	5.00
Abyss, The	35.00	50.00
Acid Rain	12.00	18.00
Active Volcano	.10	.25
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Aerathi Berserker	4.00	6.00
Aisling Leprechaun	.75	1.50
Akron Legionnaire	5.00	8.00
All Hollow's Eve	25.00	35.00
Alabara's Carpet	10.00	15.00
Alabaster Potion	.10	.25
Alchor's Tomb	10.00	15.00
Amrou Kirikkin	.10	.25
Angelic Voices	7.00	10.00
Angus Mackenzie	10.00	15.00
Anti-Magic Aura	2.00	3.00
Arbaria	4.00	6.00
Arcades Sabbath	10.00	15.00
Arena of the Ancients	4.00	6.00

Avoid Fate	.40	1.00
Axelrad Gunnarson	8.00	10.00
Ayasha Tanaka	6.00	8.00
Azure Drake	3.00	5.00
Backdraft	3.50	5.00
Backfire	2.50	3.50
Barbary Apes	.75	1.50
Barktooth Warbeard	3.50	5.00
Bartel Runeaxe	10.00	15.00
Beasts of Bogardan	3.00	5.00
Black Mana Battery	2.50	3.50
Blazing Effigy	.40	1.00
Blight	2.50	3.50
Blood Lust	1.00	2.00
Blue Mana Battery	2.50	3.50
Boomerang	.10	.25
Boris Devilboon	8.00	12.00
Brine Hag	4.00	6.00
Bronze Horse	5.00	8.00
Brute, The	.10	.25
Carion Ants	8.00	12.00
Cat Warriors	.10	.25
Cathedral of Serra	2.50	3.50
Caverns of Despair	8.00	12.00
Chain Lightning	2.50	3.50
Chains of Mephistopheles	15.00	20.00
Chromium	10.00	18.00
Cleanse	12.00	18.00
Clergy of the Holy Nimbus	.15	.50
Cocoon	3.00	5.00
Concordant Crossroads	6.00	10.00
Cosmic Horror	7.00	10.00
Craw Giant	5.00	8.00
Crevasse	3.50	5.00
Crimson Kobolds	.40	1.00
Crimson Mantifera	6.00	8.00
Crookshank Kobolds	.40	1.00
Cyclopean Mummy	.10	.25
Dakkon Blackblade	10.00	15.00
D'Avenant Archer	1.00	2.00
Darkness	.40	1.00
Deadfall	3.00	4.00
Demonic Torment	4.00	6.00
Devouring Deep	.40	1.00
Disharmony	8.00	12.00
Divine Intervention	8.00	12.00
Divine Offering	.40	1.00
Divine Transformation	7.00	10.00
Dream Coat	4.00	6.00
Durkwood Boars	.10	.25
Dwarven Song	3.50	5.00
Elder Land Wurm	7.00	10.00
Elder Spawn	8.00	10.00
Elven Riders	6.00	8.00
Emerald Dragonfly	.10	.25
Enchanted Being	.40	1.00
Enchantment Alteration	.40	1.00
Energy Tap	.10	.25
Equinox	1.50	2.50
Eternal Warrior	2.00	4.00
Eureka	25.00	35.00
Evil Eye of Orms-By-Gore	5.00	8.00
Fallen Angel	4.00	6.00
Falling Star	10.00	15.00
Feint	1.00	2.00
Field of Dreams	10.00	15.00
Fire Sprites	.40	1.00
Firestorm Phoenix	15.00	25.00
Flash Counter	.75	1.50
Flash Flood	.10	.25
Floral Spuzzem	4.00	6.00
Force Spike	.40	1.00
Forethought Amulet	10.00	15.00
Fortified Area	.75	1.50
Frost Giant	4.00	6.00
Gabriel Angelfire	5.00	8.00
Gaseous Form	.10	.25
Gauntlets of Chaos	6.00	8.00
Ghosts of the Damned	.40	1.00
Giant Slug	.10	.25
Giant Strength	.10	.25
Giant Turtle	.40	1.00
Glyph of Doom	.40	1.00
Glyph of Delusion	.40	1.00
Glyph of Destruction	.40	1.00
Glyph of Life	.15	.50
Glyph of Reincarnation	.40	1.00
Gosta Dirk	9.00	15.00
Gravity Sphere	20.00	25.00
Great Defender	3.50	5.00
Great Wall	3.25	4.00
Greater Realm of Preservation	6.00	8.00
Greed	5.00	8.00
Green Mana Battery	2.50	3.50
Gwendlyn Di Corci	12.00	15.00
Halfdome	8.00	12.00

Key

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

Table of Magic: The Gathering cards with columns for card name, low price, and high price. Includes cards like Hammerheim, Hazezon Tamar, Headless Horseman, etc.

Table of Magic: The Gathering cards with columns for card name, low price, and high price. Includes cards like Ramses Overdark, Rapid Fire, Rasputin Dreamweaver, etc.

Table of Magic: The Gathering cards with columns for card name, low price, and high price. Includes cards like Undertow, Underworld Dreams, Unholy Citadel, etc.

THE DARK

WIZARDS OF THE COAST- 1994
Full Set (119 cards) \$150.00 250.00
Booster Pack (8 cards) 4.00 6.00
Booster Box (60 packs) 240.00 325.00

Table of Magic: The Gathering cards from The Dark set with columns for card name, low price, and high price. Includes cards like Amnesia, Angry Mob, Apprentice Wizard, etc.

Table of Magic: The Gathering cards with columns for card name, low price, and high price. Includes cards like Grave Robbers, Hidden Path, Holy Light, etc.

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994
Full Set (187 cards) \$40.00 60.00
Booster Pack (8 cards) .60 1.25
Booster Box (60 packs) 30.00 55.00

Table of Magic: The Gathering cards from Fallen Empires set with columns for card name, low price, and high price. Includes cards like Aeolipile, Armor Thrull, Balm of Restoration, etc.



TOP TEN HOTTEST CARDS

6) Jester's Cap
No big surprise, here. The Party Hat refuses to let go of its death grip on the Top 10. In case you didn't know, the Cap gives you the ability to filter through the deck of your choice and toss away three cards that tick you off.



price guide

Elven Fortress	10	40
Elvish Farmer	2.00	3.00
Elvish Hunter	10	40
Elven Lyre	75	1.50
Elvish Scout	10	40



TOP TEN HOTTEST CARDS
5) Lord of Tresserhorn
 Another Magic conundrum: the Goblin King is a Lord. The Lord of Atlantis is a Lord. The Lord of the Pit is a Demon, though, and the Lord of Tresserhorn is a Legend. Maybe being a 10/4 regenerating creature is enough to mark you as one of a kind.

Farrel's Mantle	50	1.25
Farrel's Zealot	10	40
Farrelite Priest	10	40
Feral Thallid	75	1.50
Fungal Bloom	3.00	5.00
Goblin Chirurgeon	10	40
Goblin Flotilla	2.00	3.00
Goblin Grenade	10	40
Goblin Kites	50	1.25
Goblin War Drums	10	40
Goblin Warrens	2.50	3.50
Hand of Justice	4.00	7.00
Havenwood Battleground	75	1.50
Heroism	50	1.25
High Tide	10	40
Hollow Trees	2.50	4.00
Homarid	10	40
Homarid Shaman	1.50	2.50
Homarid Spawning Bed	50	1.25
Homarid Warrior	10	40
Hymn to Tourach	10	40
Icatian Infantry	10	40
Icatian Javelineers	10	40
Icatian Lieutenant	2.00	3.00
Icatian Moneychanger	10	40
Icatian Phalanx	50	1.25
Icatian Priest	50	1.25
Icatian Scout	10	40
Icatian Skirmishers	2.50	4.00
Icatian Store	2.50	4.00
Icatian Town	3.00	5.00
Implements of Sacrifice	1.00	2.00
Initiates of the Ebon Hand	10	40
Merseine	10	40
Mindstab Thrull	10	40
Necrite	10	40
Night Soil	10	40
Orcish Captain	50	1.25
Orcish Spy	10	40
Orcish Veteran	10	40
Order of Leitbur	10	40
Order of the Ebon Hand	10	40
Orgg	2.50	4.00
Raiding Party	50	1.25
Rainbow Vale	3.00	4.00
Ring of Renewal	2.00	3.00
River Merfolk	2.00	3.00
Ruins of Trokair	75	1.50
Sand Silos	1.50	2.50
Seasinger	1.25	2.00

Soul Exchange	75	1.50
Spirit Shield	2.00	3.00
Spore Cloud	10	40
Spore Flower	50	1.25
Syvylunite Priest	50	1.25
Syvylunite Temple	50	1.25
Thallid	10	40
Thallid Devourer	50	1.25
Thelon's Chant	50	1.25
Thelon's Curse	2.00	3.00
Thelonite Druid	50	1.25
Thelonite Monk	2.00	3.00
Thorn Thallid	10	40
Thrull Champion	3.00	5.00
Thrull Retainer	50	1.25
Thrull Wizard	50	1.25
Tidal Flats	10	40
Tidal Influence	75	1.50
Tourach's Chant	10	40
Tourach's Gate	2.00	3.00
Vodalian Knights	3.00	5.00
Vodalian Mage	10	40
Vodalian Soldiers	10	40
Vodalian War Machine	2.50	3.50
Zelyon Sword	2.00	3.00

ICE AGE
WIZARDS OF THE COAST- 1995
 Full Set (383 cards) \$375.00 450.00
 Starter Deck (60 cards) 10.00 16.00
 Starter Box (10 decks) 90.00 150.00
 Booster Pack (15 cards) 2.50 3.50
 Booster Box (36 packs) 90.00 125.00

Name	Low	High
Abyssal Specter	75	1.50
Adarkar Sentinel	75	1.50
Adarkar Unicorn	10	25
Adarkar Wastes	4.00	6.00
Aegis of the Meek	2.00	4.00
Aggression	75	1.50
Altar of Bone	2.00	4.00
Amulet of Quoz	2.00	4.00
Anarchy	1.50	2.00
Arctic Foxes	10	25
Arcum's Sleigh	75	1.50
Arcum's Weathervane	75	1.50
Arcum's Whistle	75	1.50
Arenson's Aura	10	25
Armor of Faith	10	25
Amjlot's Ascent	10	25
Ashen Ghoul	75	1.50
Aurochs	10	25
Avalanche	75	1.50
Balduvian Barbarians	10	25
Balduvian Bears	10	25
Balduvian Conjurer	75	1.50
Balduvian Hydra	2.00	4.00
Balduvian Shaman	10	25
Barbarian Guides	10	25
Barbed Sextant	10	25
Baton of Morale	75	1.50
Battle Cry	75	1.50
Battle Frenzy	10	25
Binding Grasp	75	1.50
Black Scarab	75	1.50
Blessed Wine	10	25
Blinking Spirit	6.00	8.00
Blizzard	2.00	3.00
Blue Scarab	75	1.50
Bone Shaman	10	25
Brainstorm	10	25
Brand of Ill Omen	2.00	4.00
Breath of Dreams	75	1.50
Brine Shaman	10	25
Brown Ouphe	10	25
Brushland	4.00	6.00
Burnt Offering	10	25
Call to Arms	2.00	4.00
Caribou Range	2.00	4.00
Celestial Sword	2.00	4.00
Centaur Archer	75	1.50
Chaos Lord	2.00	4.00
Chaos Moon	2.00	4.00
Chromatic Armor	75	1.50
Chub Toad	10	25
Circle of Protection: Black	10	25
Circle of Protection: Blue	10	25
Circle of Protection: Green	10	25
Circle of Protection: Red	10	25
Circle of Protection: White	10	25
Clairvoyance	10	25
Cloak of Confusion	10	25
Cold Snap	75	1.50
Conquer	75	1.50

Cooperation	10	25
Counterspell	10	25
Crown of the Ages	4.00	6.00
Curse of Marit Lage	2.00	4.00
Dance of the Dead	75	1.50
Dark Banishing	10	25
Dark Ritual	10	25
Death Ward	10	25
Deflection	10.00	15.00
Demonic Consultation	75	1.50
Despotic Scepter	2.00	4.00
Diabolic Vision	75	1.50
Dire Wolves	10	25
Disenchant	10	25
Dread Wight	2.00	4.00
Dreams of the Dead	75	1.50
Drift of the Dead	75	1.50
Drought	75	1.50
Dwarven Armory	2.00	4.00
Earthlink	2.00	4.00
Earthlore	10	25
Elder Druid	4.00	6.00
Elemental Augury	3.00	5.00
Elkin Bottle	3.00	5.00
Elvish Healer	10	25
Enduring Renewal	5.00	8.00
Energy Storm	4.00	6.00
Enervate	10	25
Errant Minion	10	25
Errantry	10	25
Essence Filter	10	25
Essence Flare	10	25
Essence Vortex	75	1.50
Fanatical Fever	75	1.50
Fear	10	25
Fiery Justice	2.00	4.00
Fire Covenant	75	1.50
Flame Spirit	75	1.50
Flare	10	25
Flooded Woodlands	2.00	4.00
Flow of Maggots	2.00	4.00
Folk of the Pines	10	25
Forbidden Lore	2.00	4.00
Force Void	75	1.50
Forest	10	25
Forgotten Lore	75	1.50
Formation	1.50	2.50
Foul Familiar	10	25
Foxfire	10	25
Freyalise Suppliant	75	1.50
Freyalise's Charm	75	1.50
Freyalise's Winds	2.00	4.00
Fumarole	75	1.50
Fylgia	10	25
Fyndhorn Bow	75	1.50
Fyndhorn Brownie	10	25
Fyndhorn Elder	75	1.50
Fyndhorn Elves	10	25
Fyndhorn Pollen	2.00	4.00
Game of Chaos	2.00	4.00
Gangrenous Zombies	10	25
Gaze of Pain	10	25
General Jarkeld	2.00	4.00
Ghostly Flame	75	1.50
Giant Growth	10	25
Giant Trap Door Spider	75	1.50
Glacial Chasm	75	1.50
Glacial Crevasses	2.00	4.00
Glacial Wall	75	1.50
Glaciers	2.00	4.00
Goblin Lyre	2.00	4.00
Goblin Mutant	75	1.50
Goblin Sappers	10	25
Goblin Ski Patrol	10	25
Goblin Snowman	75	1.50
Garilla Pack	10	25
Gravebind	1.50	2.50
Green Scarab	75	1.50
Grizzled Wolverine	10	25
Hallowed Ground	75	1.50
Halls of Mist	2.00	3.00
Heal	10	25
Hecatombe	5.00	7.00
Hematite Talisman	75	1.50
Hipparion	75	1.50
Hoar Shade	10	25
Hot Springs	2.00	4.00
Howl from Beyond	10	25
Hurricane	75	1.50
Hyalopterous Lemure	75	1.50
Hydroblast	10	25
Hyman of Rebirth	75	1.50
Ice Berg	75	1.50
Ice Cauldron	2.00	4.00
Ice Floe	75	1.50
Icequake	1.50	2.00

Icy Manipulator	5.00	10.00
Icy Prison	2.00	4.00
Illusionary Forces	10	25
Illusionary Presence	2.00	4.00
Illusionary Terrain	75	1.50
Illusionary Wall	10	25
Illusions of Grandeur	2.00	4.00
Imposing Visage	10	25
Incinerate	10	25
Infernal Darkness	2.00	4.00
Infernal Denizen	2.00	4.00
Infinite Hourglass	2.00	4.00
Infuse	10	25
Island	10	25
Jester's Cap	18.00	30.00
Jester's Mask	8.00	12.00
Jeweled Amulet	75	1.50
Johtull Wurm	75	1.50
Jokultpaaps	7.00	10.00
Juniper Order Druid	10	25
Justice	75	1.50
Karplusan Forest	4.00	6.00
Karplusan Giant	75	1.50
Karplusan Yeti	3.00	5.00
Kelsinko Ranger	10	25
Kjeldoran Dead	10	25
Kjeldoran Elite Guard	75	1.50
Kjeldoran Frostbeast	75	1.50
Kjeldoran Guard	10	25
Kjeldoran Knight	2.00	4.00
Kjeldoran Phalanx	2.00	4.00
Kjeldoran Royal Guard	2.00	4.00
Kjeldoran Skycaptain	75	1.50
Kjeldoran Skyknight	10	25
Kjeldoran Warrior	10	25
Knights of Stromgald	75	1.50
Krovikan Elemental	75	1.50
Krovikan Fetisher	10	25
Krovikan Sorcerer	10	25
Krovikan Vampire	75	1.50
Land Cap	2.00	4.00
Lapis Lazuli Talisman	75	1.50
Lava Burst	10	25
Lava Tubes	2.00	4.00
Legions of Lim-Dol	10	25
Leshrac's Rite	75	1.50
Leshrac's Sigil	75	1.50
Lhurgoyf	6.00	10.00
Lim-Dol's Cohort	15	40
Lim-Dol's Hex	10	25
Lightning Blow	2.00	3.00
Last Order of Jarkeld	2.00	4.00
Lure	75	1.50
Maddening Wind	75	1.50
Magus of the Unseen	4.00	6.00
Malachite Talisman	75	1.50
Marton Stromgald	6.00	10.00
Melee	75	1.50
Melting	75	1.50
Mercenaries	2.00	3.00
Merieke Ri Berit	4.00	6.00
Mesmeric Trance	2.00	4.00
Meteor Shower	10	25
Mind Ravel	10	25
Mind Warp	75	1.50
Mind Whip	2.00	4.00
Minion of Leshrac	5.00	7.00
Minion of Tevesh Szot	4.00	6.00
Misfalk	10	25
Mole Worms	75	1.50
Monsoon	2.00	4.00
Moor Fiend	10	25
Mountain	10	25
Mountain Goat	10	25
Mountain Titan	2.00	4.00
Mudslide	2.00	4.00
Musician	2.00	4.00
Mystic Might	2.00	4.00
Mystic Remora	10	25
Nacre Talisman	75	1.50
Naked Singularity	2.00	4.00
Nature's Lore	75	1.50
Necropotence	5.00	7.00
Norritt	10	25
Oath of Lim-Dol	2.00	4.00
Onyx Talisman	75	1.50
Orcish Cannoneers	75	1.50
Orcish Conscripts	10	25
Orcish Farmer	10	25
Orcish Healer	75	1.50
Orcish Librarian	4.00	6.00
Orcish Lumberjack	10	25
Orcish Squatters	4.00	6.00
Order of the Sacred Torch	5.00	7.00
Order of the White Shield	75	1.50
Pale Bears	2.00	4.00

★ Panic	10	25
★ Pentagram of the Ages	2.00	4.00
★ Pestilence Rats	10	25
★ Phantasmal Mount	.75	1.50
★ Pit Trap	.75	1.50
★ Plains	10	25
★ Polar Kraken	7.00	10.00
★ Portent	10	25
★ Power Sink	10	25
★ Pox	3.00	5.00
□ Prismatic Word	10	25
★ Pygmy Allosaurus	2.00	4.00
★ Pyknite	10	25
★ Pyroblast	10	25
★ Pyroclasm	1.50	2.50
□ Rally	10	25
★ Ray of Command	10	25
★ Ray of Erasure	10	25
★ Reality Twist	2.00	4.00
★ Reclamation	2.00	4.00
○ Red Scarab	.75	1.50
★ Regeneration	10	25
★ Rime Dryad	10	25
★ Ritual of Subdual	2.00	4.00
★ River Delta	2.00	4.00
★ Runed Arch	2.00	4.00
★ Sabretooth Tiger	10	25
○ Sacred Boon	.75	1.50
★ Scaled Worm	10	25
★ Sea Spirit	.75	1.50
★ Seizures	10	25
★ Seraph	7.00	10.00
★ Shambling Strider	10	25
★ Shatter	10	25
□ Shield Bearer	10	25
★ Shield of the Ages	.75	1.50
★ Shyft	2.00	4.00
★ Sibilant Spirit	4.00	6.00
★ Silver Erne	.75	1.50
★ Skeleton Ship	4.00	6.00
★ Skull Catapult	.75	1.50
★ Sleight of Mind	1.50	2.50
★ Snow-Covered Forest	10	25
★ Snow-Covered Island	10	25
★ Snow-Covered Mountain	10	25
★ Snow-Covered Plains	10	25
★ Snow-Covered Swamp	10	25
★ Snow Devil	10	25
★ Snow Fortress	2.00	4.00
○ Snow Hound	.75	1.50
★ Snowblind	2.00	3.00
★ Snowfall	10	25
★ Soldevi Golem	2.00	4.00
★ Soldevi Machinist	.75	1.50
★ Soldevi Simulacrum	.75	1.50
★ Songs of the Damned	10	25
★ Soul Barrier	.75	1.50
★ Soul Burn	10	25
★ Soul Kiss	10	25
★ Spectral Shield	.75	1.50
★ Spoils of Evil	2.00	4.00
★ Spoils of War	2.00	4.00
★ Staff of the Ages	2.00	4.00
★ Stampede	2.00	4.00
★ Stench of Evil	.75	1.50
★ Stone Rain	10	25
★ Stone Spirit	.75	1.50
★ Stonehands	10	25
★ Storm Spirit	2.00	4.00
★ Stormbind	4.00	6.00
★ Stromgald Cabal	4.00	6.00
★ Stunted Growth	4.00	6.00
★ Sulfurous Springs	4.00	6.00
★ Sunstone	.75	1.50
★ Swamp	10	25
○ Swords to Plowshares	.75	1.50
★ Tarpan	10	25
★ Thermokarst	1.50	2.00
★ Thoughtleech	.75	1.50
★ Thunder Wall	.75	1.50
★ Timberline Ridge	2.00	4.00
★ Time Bomb	3.00	5.00
★ Tinder Wall	10	25
★ Tor Giant	10	25
★ Total War	2.00	4.00
★ Touch of Death	10	25
★ Touch of Vitae	.75	1.50
★ Trailblazer	2.00	4.00
★ Underground River	4.00	6.00
★ Updraft	.75	1.50
★ Urza's Bauble	.75	1.50
★ Veldt	2.00	4.00
★ Venomous Breath	.75	1.50
★ Vertigo	.75	1.50
★ Vexing Arcanix	4.00	7.00
★ Vibrating Sphere	2.00	4.00

★ Walking Wall	.75	1.50
★ Wall of Lava	.75	1.50
★ Wall of Pine Needles	.75	1.50
★ Wall of Shields	.75	1.50
★ War Chariot	.75	1.50
□ Warning	10	25
★ Wholebone Glider	.75	1.50
○ White Scarab	.75	1.50
★ Whiteout	.75	1.50
★ Witiigo	3.00	5.00
★ Wild Growth	10	25
★ Wind Spirit	.75	1.50
★ Wings of Aesthir	.75	1.50
★ Winter's Chill	2.00	3.00
★ Withering Wisps	.75	1.50
★ Woolly Mammoths	10	25
★ Woolly Spider	10	25
★ Word of Blasting	.75	1.50
★ Word of Undoing	10	25
★ Wrath of Marit Lage	2.00	4.00
★ Yavimaya Gnats	.75	1.50
★ Zur's Weiriding	4.00	6.00
★ Zuran Enchanter	10	25
★ Zuran Orb	2.50	3.50
★ Zuran Spellcaster	10	25

CHRONICLES

WIZARDS OF THE COAST 1995

Full Set (125 cards)	\$70.00	100.00
Booster Pack (12 cards)	1.75	2.50
Booster Box (45 packs)	75.00	110.00

Name	Low	High
○ Abu Ja'far	.75	1.50
★ Active Volcano	10	25
★ Akron Legionnaire	2.00	4.00
★ Aladdin	3.00	5.00
★ Angelic Voices	3.00	5.00
★ Arcades Sobbath	6.00	8.00
★ Arena of the Ancients	2.00	4.00
★ Argothian Pixies	10	25
★ Ashnod's Altar	10	25
★ Ashnod's Transmogrator	10	25
★ Axelrad Gunnarson	3.00	5.00
★ Ayesha Tanaka	.75	1.50
★ Azure Drake	.75	1.50
★ Banshee	.75	1.50
★ Bari's Cage	3.00	5.00
★ Beasts of Bogardan	.75	1.50

★ Dakkon Blackblade	5.00	7.00
★ Dance of Many	3.00	5.00
★ Dandan	10	25
□ Divine Offering	10	25
★ Emerald Dragonfly	10	25
★ Enchantment Alteration	.75	1.50
★ Ernam Djinn	3.00	5.00
★ Fallen, The	.75	1.50
★ Fallen Angel	2.00	3.00
★ Feldon's Cane	.75	1.50
★ Fire Drake	.75	1.50
★ Fishliver Oil	10	25
★ Flash Flood	10	25
★ Fountain of Youth	10	25
★ Gabriel Angelfire	3.00	5.00
★ Gauntlets of Chaos	3.00	5.00
★ Ghazban Ogre	10	25
★ Giant Slug	10	25
★ Goblin Artisans	.75	1.50
★ Goblin Digging Team	10	25
★ Goblin Shrine	10	25
★ Goblins of the Flarg	10	25
★ Hasran Ogress	10	25
★ Hell's Caretaker	5.00	7.00
★ Horn of Deafening	3.00	5.00
□ Indestructible Aura	10	25
○ Ivory Guardians	.75	1.50
★ Jalum Tome	3.00	5.00
★ Jeweled Bird	2.00	4.00
★ Johan	4.00	6.00
★ Juxtapose	2.00	4.00
□ Keepers of the Faith	10	25
★ Kei Takahashi	.75	1.50
★ Land's Edge	4.00	6.00
★ Living Armor	10	25
★ Marhault Elsdragon	.75	1.50
★ Metamorphosis	10	25
★ Mountain Yeti	10	25
★ Nebuchadnezzar	4.00	6.00
★ Nicol Balas	2.00	4.00
★ Obelisk of Undoing	3.00	5.00
★ Palladia-Mors	2.00	4.00
★ Petra Sphinx	2.00	4.00
★ Primordial Ooze	.75	1.50
★ Puppet Master	.75	1.50
★ Rabid Wombat	.75	1.50
★ Rakalite	2.00	4.00
★ Recall	2.00	4.00
★ Remove Soul	10	25
□ Repentant Blacksmith	10	25
★ Revelation	2.00	4.00

★ Tor Wauki	10	25
★ Tormod's Crypt	.75	1.50
★ Transmutation	10	25
★ Triassic Egg	2.00	4.00
★ Urza's Mine (4 versions)	.75	1.50
★ Urza's Power Plant (4 ver.)	.75	1.50
★ Urza's Tower (4 versions)	.75	1.50
★ Vaevictis Asmadi	2.00	4.00
★ Voodoo Doll	2.00	4.00
★ Wall of Heat	10	25
★ Wall of Opposition	.75	1.50
★ Wall of Shadows	10	25
★ Wall of Vapor	10	25
★ Wall of Wonder	.75	1.50
□ War Elephant	10	25
○ Witch Hunter	.75	1.50
★ Wretched, The	4.00	6.00
★ Xira Arien	2.00	4.00
★ Yawgmoth Demon	5.00	7.00

HOMELANDS

WIZARDS OF THE COAST 1995

Full Set (140 cards)	\$120.00	160.00
Booster Pack (8 cards)	1.75	2.75
Booster Box (60 packs)	90.00	150.00

Name	Low	High
○ Abbey Gargoyles	1.00	2.00
□ Abbey Matron (ver. 1)	10	25
□ Abbey Matron (ver. 2)	10	25
★ Aether Storm	.75	1.50
★ Aliban's Tower (ver. 1)	10	25
★ Aliban's Tower (ver. 2)	10	25
★ Ambush	10	25
★ Ambush Party (ver. 1)	10	25
★ Ambush Party (ver. 2)	10	25
★ An-Havva Constable	2.00	3.00
★ An-Havva Inn	.75	1.50
★ An-Havva Township	.75	1.50
★ An-Zerrin Ruins	3.00	5.00
★ Anaba Ancestor	2.00	3.00
★ Anaba Bodyguard (ver.1)	10	25
★ Anaba Bodyguard (ver.2)	10	25
★ Anaba Shaman (ver. 1)	10	25
★ Anaba Shaman (ver. 2)	10	25
★ Anaba Spirit Crafter	2.00	3.00
★ Apocalypse Chime	2.00	3.00
★ Autumn Willow	8.00	12.00
★ Aysen Abbey	.75	1.50
□ Aysen Bureaucrats (ver.1)	10	25
□ Aysen Bureaucrats (ver.2)	10	25
★ Aysen Crusader	2.00	3.00
★ Aysen Highway	2.00	3.00
★ Baki's Curse	2.00	3.00
★ Baron Sengir	7.00	12.00
★ Beast Walkers	2.00	3.00
★ Black Carriage	2.00	3.00
★ Broken Visage	2.00	3.00
★ Carapace (ver. 1)	10	25
★ Carapace (ver. 2)	10	25
★ Castle Sengir	.75	1.50
★ Cemetery Gate (ver. 1)	10	25
★ Cemetery Gate (ver. 2)	10	25
★ Chain Stasis	2.00	3.00
★ Chandler	.75	1.50
★ Clockwork Gnomes	.75	1.50
★ Clockwork Steed	.75	1.50
★ Clockwork Swarm	.75	1.50
★ Coral Reef	.75	1.50
★ Dark Maze (ver. 1)	10	25
★ Dark Maze (ver. 2)	10	25
★ Daughter of Autumn	3.00	5.00
○ Death Speakers	.75	1.50
★ Digeridoo	2.00	3.00
★ Drudge Spell	.75	1.50
★ Dry Spell (ver. 1)	10	25
★ Dry Spell (ver. 2)	10	25
★ Dwarven Pony	2.00	3.00
★ Dwarven Sea Clan	2.00	3.00
★ Dwarven Trader (ver. 1)	10	25
★ Dwarven Trader (ver. 2)	10	25
★ Ebony Rhino	.75	1.50
★ Eron the Relentless	2.00	3.00
★ Evaporate	.75	1.50
★ Faerie Noble	4.00	6.00
★ Feast of the Unicorn (ver. 1)	10	25
★ Feast of the Unicorn (ver. 2)	10	25
★ Feroz's Ban	2.00	3.00
★ Folk of An-Havva (ver. 1)	10	25
★ Folk of An-Havva (ver. 2)	10	25
★ Forget	2.00	3.00
★ Funeral March	.75	1.50
★ Ghost Hounds	.75	1.50
★ Giant Albatross (ver. 1)	10	25
★ Giant Albatross (ver. 2)	10	25
★ Giant Oyster	.75	1.50



TOP TEN HOTTEST CARDS
4) Diminishing Returns
 What a depressing name for a card. Who cares that it marks the rebirth of the Timetwister, right? Never mind that it allows you to restart a game that has become hopelessly deadlocked. They just want you to know that you're 70 cards shorter in the process. Real nice.

○ Blood of the Martyr	.75	1.50
★ Blood Moon	4.00	6.00
★ Bog Rats	10	25
★ Book of Rass	2.00	4.00
★ Boomerang	10	25
★ Bronze Horse	2.00	4.00
★ Cat Warriors	10	25
★ Chromium	2.00	4.00
★ City of Brass	6.00	10.00
★ Cocoon	.75	1.50
★ Concordant Crossroads	3.00	5.00
★ Craw Giant	2.00	4.00
★ Cuombajj Witches	10	25
★ Cyclone	2.00	4.00
★ D'Avenant Archer	2.00	4.00



TOP TEN HOTTEST CARDS
3) Library of Lat-Nam
 Yes, folks, it's the return of Lat-Nam. Hopefully, we'll get to see the Lat-Cave and watch him drive his Lat-mobile all over Gotham City. All we have now is his library card, which allows you to draw three cards or search your deck for one special spell.

★ Rubinia Soulsinger	3.00	5.00
★ Runesword	10	25
★ Safe Haven	2.00	4.00
★ Scavenger Folk	10	25
★ Sentinel	2.00	4.00
★ Serpent Generator	3.00	5.00
○ Shield Wall	.75	1.50
★ Shimson Night Stalker	.75	1.50
★ Svitri Scarzum	.75	1.50
★ Sol'kanor the Swamp King	5.00	7.00
★ Stangg	3.00	5.00
★ Storm Seeker	2.00	3.00
★ Takklemaggot	.75	1.50
★ Teleport	2.00	4.00
★ Tobias Andron	.75	1.50



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★ Grandmother Sengir	3.00	5.00
● Greater Werewolf	.75	1.50
☆ Hazduhr the Abbot	2.00	3.00
● Headstone	.75	1.50
★ Heart Wolf	2.00	3.00
■ Hungry Mist (ver. 1)	.10	.25
■ Hungry Mist (ver. 2)	.10	.25
● Ihsan's Shade	2.00	3.00
● Irini Sengir	.75	1.50
★ Ironclaw Curse	2.00	3.00
● Jinx	.75	1.50
● Joven	.75	1.50
● Joven's Ferrets	.75	1.50
● Joven's Tools	.75	1.50
★ Kaskun Falls	2.00	3.00
● Kaskun Keep	.75	1.50
■ Labyrinth Minotaur (ver. 1)	.10	.25
■ Labyrinth Minotaur (ver. 2)	.10	.25
● Leaping Lizard	.75	1.50
☆ Leeches	2.00	3.00
★ Mammoth Harness	2.00	3.00
★ Marjhan	4.00	6.00
■ Memory Lapse (ver. 1)	.10	.25
■ Memory Lapse (ver. 2)	.10	.25
● Merchant Scroll	.75	1.50
□ Mesa Falcon (ver. 1)	.10	.25
□ Mesa Falcon (ver. 2)	.10	.25
★ Mystic Decree	2.00	3.00
★ Narwhal	2.00	3.00
● Orcish Mine	.75	1.50
★ Primal Order	5.00	7.00
○ Prophecy	.75	1.50
○ Rashka the Slayer	.75	1.50
■ Reef Pirates (ver. 1)	.10	.25
■ Reef Pirates (ver. 2)	.10	.25
● Renewal	.75	1.50
● Retribution	.75	1.50
★ Reveka, Wizard Savant	2.00	3.00
● Root Spider	.75	1.50
● Roots	.75	1.50
● Roterohopter	.75	1.50
★ Rysorian Badger	2.00	3.00
□ Samite Alchemist (ver. 1)	.10	.25
□ Samite Alchemist (ver. 2)	.10	.25
● Sea Sprite	.75	1.50
● Sea Troll	.75	1.50
★ Sengir Autocrat	3.00	5.00
■ Sengir Bats (ver. 1)	.10	.25
■ Sengir Bats (ver. 2)	.10	.25
☆ Serra Aviary	2.00	3.00
○ Serra Bestiary	.75	1.50
○ Serra Inquisitors	.75	1.50
○ Serra Paladin	.75	1.50
■ Serrated Arrows	1.00	2.00
■ Shrink (ver. 1)	.10	.25
■ Shrink (ver. 2)	.10	.25
☆ Soraya the Falconer	2.00	3.00
● Spectral Bears	1.50	3.00
★ Timmerian Fiends	2.00	3.00
■ Torture (ver. 1)	.10	.25
■ Torture (ver. 2)	.10	.25
□ Trade Caravan (ver. 1)	.10	.25
□ Trade Caravan (ver. 2)	.10	.25
☆ Truce	2.00	3.00
★ Veldrane of Sengir	3.00	5.00
★ Wall of Kelp	2.00	3.00
■ Willow Faerie (ver. 1)	.10	.25
■ Willow Faerie (ver. 2)	.10	.25
★ Willow Priestess	3.00	5.00
★ Winter Sky	2.00	3.00
● Wizards' School	.75	1.50

ALLIANCES
WIZARDS OF THE COAST- 1996

Full Set (199 cards)	\$140.00	180.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	75.00	90.00

Name	Low	High
■ Aesthir Glider (ver. 1)	.10	.25
■ Aesthir Glider (ver. 2)	.10	.25
■ Agent of Stromgald (ver. 1)	.10	.25
■ Agent of Stromgald (ver. 2)	.10	.25
■ Arcane Denial (ver. 1)	.10	.25
■ Arcane Denial (ver. 2)	.10	.25

★ Ashnod's Cylind	6.00	8.00
■ Astrolabe (ver. 1)	.10	.25
■ Astrolabe (ver. 2)	.10	.25
■ Awesome Presence (ver. 1)	.10	.25
■ Awesome Presence (ver. 2)	.10	.25
● Balduvian Dead	.75	1.50
★ Balduvian Horde	18.00	25.00
★ Balduvian Trading Post	4.00	6.00
■ Balduvian War-Makers (ver. 1)	.10	.25
■ Balduvian War-Makers (ver. 2)	.10	.25
■ Benthic Explorers (ver. 1)	.10	.25
■ Benthic Explorers (ver. 2)	.10	.25



TOP TEN HOTTEST CARDS
2) Helm of Obedience
Run in terror, cheeseheads and counter-mavens! The most popular piece of headwear in Magic lets you grind away at your opponent's deck in search of a creature that it can lure over to your side. If there isn't one to find...crunch, crunch, crunch.

■ Bestial Fury (ver. 1)	.10	.25
■ Bestial Fury (ver. 2)	.10	.25
● Bounty of the Hunt	.75	1.50
● Browse	1.00	2.00
● Burnout	.75	1.50
□ Carrier Pigeons (ver. 1)	.10	.25
□ Carrier Pigeons (ver. 2)	.10	.25
■ Casting of Bones (ver. 1)	.10	.25
■ Casting of Bones (ver. 2)	.10	.25
★ Chaos Harlequin	3.00	5.00
● Contagion	.75	1.50
● Deadly Insects (ver. 1)	.75	1.50
● Deadly Insects (ver. 2)	.75	1.50
● Death Spark	.75	1.50
★ Diminishing Returns	8.00	12.00
● Diseased Vermin	.75	1.50
★ Dystopia	3.00	5.00
● Elvish Bard	1.00	2.00
■ Elvish Ranger (ver. 1)	.10	.25
■ Elvish Ranger (ver. 2)	.10	.25
● Elvish Spirit Guide	1.00	2.00
● Energy Arc	.75	1.50
■ Enslaved Scout (ver. 1)	.10	.25
■ Enslaved Scout (ver. 2)	.10	.25
□ Errand of Duty (ver. 1)	.10	.25
□ Errand of Duty (ver. 2)	.10	.25
☆ Exile	4.00	6.00
● False Demise (ver. 1)	.25	.75
● False Demise (ver. 2)	.25	.75
★ Fatal Lore	3.00	5.00
● Feast of Famine (ver. 1)	.25	.75
● Feast of Famine (ver. 2)	.25	.75
■ Fevered Strength (ver. 1)	.10	.25
■ Fevered Strength (ver. 2)	.10	.25
★ Floodwater Dam	3.00	5.00
● Force of Will	3.00	5.00
■ Foresight (ver. 1)	.10	.25
■ Foresight (ver. 2)	.10	.25
■ Fyndhorn Druid (ver. 1)	.10	.25
■ Fyndhorn Druid (ver. 2)	.10	.25
★ Gargantuan Gorilla	8.00	10.00
■ Gift of the Woods (ver. 1)	.10	.25
■ Gift of the Woods (ver. 2)	.10	.25
■ Gorilla Berserkers (ver. 1)	.40	1.00
■ Gorilla Berserkers (ver. 2)	.40	1.00
■ Gorilla Chieftain (ver. 1)	.10	.25
■ Gorilla Chieftain (ver. 2)	.10	.25
● Gorilla Shaman (ver. 1)	.25	.75
● Gorilla Shaman (ver. 2)	.25	.75
■ Gorilla War Cry (ver. 1)	.10	.25
■ Gorilla War Cry (ver. 2)	.10	.25
■ Guerrilla Tactics (ver. 1)	.10	.25
■ Guerrilla Tactics (ver. 2)	.10	.25
★ Gustho's Scepter	4.00	6.00

● Hail Storm	.75	1.50
★ Heart of Yavimaya	5.00	7.00
★ Helm of Obedience	12.00	20.00
○ Inheritance	1.00	2.00
● Insidious Bookworms (ver. 1)	.10	.25
● Insidious Bookworms (ver. 2)	.10	.25
★ Ivory Gargoyle	3.00	5.00
○ Juniper Order Advocate	.75	1.50
★ Kaysa	4.00	7.00
★ Keeper of Tresserhorn	5.00	8.00
□ Kjeldoran Escort (ver. 1)	.10	.25
□ Kjeldoran Escort (ver. 2)	.10	.25



TOP TEN HOTTEST CARDS
1) Balduvian Horde
What can you get these days for RR2? Aladdin. A Goblin Mutant. A Crimson Manticore. Or you can call forth a 5/5 creature that asks for nothing more than a discarded card upon summoning. So, which one would you pick? You and everyone else.

○ Kjeldoran Home Guard	.75	1.50
★ Kjeldoran Outpost	8.00	12.00
□ Kjeldoran Pride (ver. 1)	.10	.25
□ Kjeldoran Pride (ver. 2)	.10	.25
★ Krovikan Horror	2.00	4.00
● Krovikan Plague	.75	1.50
★ Lake of the Dead	10.00	15.00
■ Lat-Nam's Legacy (ver. 1)	.10	.25
■ Lat-Nam's Legacy (ver. 2)	.10	.25
★ Library of Lat-Nam	8.00	12.00
■ Lim-Dal's High Guard (ver. 1)	.10	.25
■ Lim-Dal's High Guard (ver. 2)	.10	.25
● Lim-Dal's Paladin	2.00	4.00
● Lim-Dal's Vault	2.50	4.00
★ Lodestone Bauble	8.00	10.00
★ Lord of Tresserhorn	8.00	12.00
□ Martyrdom (ver. 1)	.10	.25
□ Martyrdom (ver. 2)	.10	.25
● Misfortune	3.00	5.00
● Mishra's Groundbreaker	.50	1.00
● Misinformation	1.00	3.00
● Mystic Compass	.50	1.00
● Nature's Blessing	.75	1.50
● Nature's Chosen	.75	1.50
★ Nature's Wrath	3.00	5.00
□ Noble Steeds (ver. 1)	.10	.25
□ Noble Steeds (ver. 2)	.10	.25
★ Omen of Fire	3.00	5.00
■ Phantasmal Fiend (ver. 1)	.10	.25
■ Phantasmal Fiend (ver. 2)	.10	.25
★ Phantasmal Sphere	2.50	4.00
● Pheldagrif	4.00	6.00
■ Phyrexian Boon (ver. 1)	.10	.25
■ Phyrexian Boon (ver. 2)	.10	.25
★ Phyrexian Devourer	4.00	6.00
★ Phyrexian Portal	4.00	6.00
■ Phyrexian War Beast (ver. 1)	.10	.25
■ Phyrexian War Beast (ver. 2)	.10	.25
● Pillage	1.50	3.00
● Primitive Justice	.75	1.50
● Pyrokinesis	.75	1.50
□ Reinforcements (ver. 1)	.10	.25
□ Reinforcements (ver. 2)	.10	.25
○ Reprisal (ver. 1)	.75	1.50
○ Reprisal (ver. 2)	.75	1.50
★ Ritual of the Machine	7.00	9.00
★ Rogue Skycaptain	3.00	4.00
★ Royal Decree	3.00	5.00
□ Royal Herbalist (ver. 1)	.10	.25
□ Royal Herbalist (ver. 2)	.10	.25
● Scarab of the Unseen	.50	1.00
○ Scars of the Veteran	.75	1.50
● School of the Unseen	.75	1.50

○ Seasoned Tactician	.75	1.50
★ Sheltered Valley	2.00	4.00
● Shield Sphere	.75	1.50
★ Sol Grail	2.00	4.00
■ Soldevi Adnate (ver. 1)	.10	.25
■ Soldevi Adnate (ver. 2)	.10	.25
★ Soldevi Digger	6.00	9.00
★ Soldevi Excavations	4.00	6.00
■ Soldevi Heretic (ver. 1)	.10	.25
■ Soldevi Heretic (ver. 2)	.10	.25
■ Soldevi Sage (ver. 1)	.10	.25
■ Soldevi Sage (ver. 2)	.10	.25
■ Soldevi Sentry (ver. 1)	.10	.25
■ Soldevi Sentry (ver. 2)	.10	.25
■ Soldevi Steam Beast (ver. 1)	.10	.25
■ Soldevi Steam Beast (ver. 2)	.10	.25
● Soldier of Fortune	1.00	2.00
● Spiny Starfish	.50	1.00
★ Splintering Wind	2.50	4.00
■ Stench of Decay (ver. 1)	.10	.25
■ Stench of Decay (ver. 2)	.10	.25
★ Storm Cauldron	5.00	7.00
■ Storm Crow (ver. 1)	.10	.25
■ Storm Crow (ver. 2)	.10	.25
● Storm Elemental	1.00	3.00
■ Storm Shaman (ver. 1)	.10	.25
■ Storm Shaman (ver. 2)	.10	.25
● Stromgald Soy	.75	1.50
● Suffocation	1.00	2.00
● Surge of Strength	.75	1.50
★ Sustaining Spirit	7.00	10.00
■ Swamp Mosquito (ver. 1)	.10	.25
■ Swamp Mosquito (ver. 2)	.10	.25
★ Sworn Defender	3.00	5.00
■ Taste of Paradise (ver. 1)	.10	.25
■ Taste of Paradise (ver. 2)	.10	.25
★ Thawing Glaciers	4.00	6.00
★ Thought Lash	2.00	4.00
★ Tidal Control	2.00	3.00
★ Tornado	2.00	4.00
■ Undergrowth (ver. 1)	.10	.25
■ Undergrowth (ver. 2)	.10	.25
○ Unlikely Alliance	.75	1.50
★ Urza's Engine	1.50	3.00
■ Varchild's Crusader (ver. 1)	.10	.25
■ Varchild's Crusader (ver. 2)	.10	.25
★ Varchild's War-Riders	5.00	8.00
■ Veteran's Voice (ver. 1)	.10	.25
■ Veteran's Voice (ver. 2)	.10	.25
■ Viscerid Armor (ver. 1)	.10	.25
■ Viscerid Armor (ver. 2)	.10	.25
● Viscerid Drone	.75	1.50
★ Wandering Mage	5.00	7.00
● Whip Vine (ver. 1)	.10	.25
● Whip Vine (ver. 2)	.10	.25
★ Whirling Catapult	1.00	3.00
□ Wild Aesthir (ver. 1)	.10	.25
□ Wild Aesthir (ver. 2)	.10	.25
★ Winter's Night	3.00	5.00
■ Yavimaya Ancients (ver. 1)	.10	.25
■ Yavimaya Ancients (ver. 2)	.10	.25
● Yavimaya Ants	3.00	5.00

SPECIAL OFFERS

★ Arena	7.00	10.00
★ Giant Badger	6.00	10.00
★ Mana Crypt	20.00	30.00
★ Nalathni Dragon	6.00	10.00
★ Sewars of Estark	6.00	10.00
★ Windseeker Centaur	6.00	10.00

FACTORY SETS
M:TG Beta Factory Set (363 cards)
\$200.00 ... 250.00
This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M:TG Beta International Factory Set (363 cards)
\$275.00 ... 350.00
Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also not tournament legal. 5,000 printed.

M:TG Pro Tour Collector Set ... \$100.00 ... 125.00
This set contains the eight top decks from the NYC tournament in a special slipcase. There are 720 cards in total. 20,000 printed.

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED □ WHITE ■ LAND
COMMON ■ UNCOMMON ★ RARE

Cyber

INQUEST™



Wizard World™ is *InQuest's* new America Online™ area. Designed with gamers in mind, it has tons of great stuff, including contests, price guides, forums, and chat areas. There's even a place to trade *Magic: The Gathering™* cards. Want to check it out? Sign on to America Online and use the keyword "**Wizard**". For free software and 10 free hours call **800-754-4400**.

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INQUEST

price guide

BATTLELORDS

MILLENNIUM GAMES-1995

Full Set (335 cards including 4 chase cards)		
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

BLOOD WARS

TSR-1995

Full Set (334 cards including 34 booster-exclusive Rebels & Reinforcements cards)	\$275.00	350.00
Starter Deck (50 cards)	8.00	10.00
Starter Box (6 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Assassination Plot	R	5.00	8.00
Chaos Beast	R	4.00	6.00
Lady of Pain	R	25.00	35.00
Shield Maidens of Odin	R	4.00	6.00
Tiamat	R	5.00	8.00

FACTOLS AND FACTIONS

TSR-1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	80.00

PROXIES & POWERS

TSR-1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

CROW, THE

HEARTBREAKER HOBBIES-1995

Full Set (122 cards including 10 chase cards)	\$125.00	175.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

DIXIE

COLUMBIA GAMES-1995

Full Set (200 cards)	\$50.00	70.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	70.00	100.00

SHILOH EXPANSION

COLUMBIA GAMES-1995

Full Set (400 cards)	\$70.00	90.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	95.00	110.00

DOOMTROOPER

HEARTBREAKER-1995

Full Limited Edition Set (340 cards)	\$400.00	500.00
Full Unlimited Edition Set (339 cards)	250.00	350.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	85.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Unlimited & Limited cards are same value.

Alakhai the Cunning	R	7.00	10.00
Cardinal Dominic	R	7.00	10.00
Crenshaw the Mortificator	R	7.00	10.00
Nimrod Autocannon	R	5.00	8.00
Personal Anti-Personnel Mines	R	7.00	10.00

INQUISITION EXPANSION

HEARTBREAKER-1995

Full Set (175 cards)	\$175.00	225.00
Booster Pack (8 cards)	2.00	2.50
Booster Box (60 packs)	95.00	130.00

WARZONE EXPANSION

HEARTBREAKER-1995

Full Set (131 cards)	\$125.00	160.00
Booster Pack (8 cards)	2.00	2.50
Booster Box (60 packs)	95.00	130.00

MORTIFICATOR EXPANSION

HEARTBREAKER-1996

Full Set (122 cards)	\$125.00	160.00
Booster Pack (8 cards)	2.00	2.50
Booster Box (60 packs)	95.00	130.00

DRAGON DICE

TSR-1995

Full Set (86 dice)	\$100.00	150.00
Starter Game (18 dice)	10.00	13.00
Starter Box (12 games)	115.00	140.00
Dragon Shield (50 spell cards)	10.00	13.00
Battle Ground (1 mat)	10.00	13.00
Unlisted Common dice	20	40
Unlisted Uncommon dice	75	1.50
Unlisted Rare dice	1.50	2.50

Assassin	R	2.00	4.00
Black Dragon: Drake	R	2.00	4.00
Black Dragon: Wym	R	2.00	4.00
Blue Dragon: Drake	R	2.00	4.00
Blue Dragon: Wym	R	2.00	4.00
Champion	R	2.00	4.00
Conjurer	U	1.50	3.00
Conqueror	R	2.00	4.00
Crack-Shot	R	2.00	4.00
Deadeye	R	2.00	4.00
Death Mage	R	3.00	5.00
Eagle Knight	R	2.00	4.00
Enchanter	R	3.00	5.00
Filcher	R	2.00	4.00
Hedge Wizard	U	1.50	2.50
Herald	R	2.00	4.00
Infiltrator	R	2.00	4.00
Leopard Rider	R	2.00	4.00
Mammoth Rider	R	2.00	4.00
Marauder	R	2.00	4.00
Necromancer	R	3.00	5.00
Red Dragon: Drake	R	2.00	4.00
Red Dragon: Wym	R	2.00	4.00
Sharpshooter	R	2.00	4.00
Skirmisher	R	2.00	4.00
Thaumaturgist	U	1.50	2.50
Warlord	R	2.00	4.00
Wizard	R	3.00	5.00
Wyvern Rider	R	2.00	4.00

Promo Dice

Dragonlord	R	10.00	15.00
Dragonmaster	R	15.00	20.00
Kings Die	R	10.00	15.00

MONSTERS & AMAZONS EXPANSION

TSR-1996

Full Set (35 dice)	\$100.00	150.00	
Kicker Pack (8 dice)	6.00	7.00	
Kicker Box (12 packs)	70.00	80.00	
Unlisted Common dice	25	50	
Unlisted Uncommon dice	1.50	2.50	
Unlisted Rare dice	3.00	5.00	
Beholder	R	4.00	6.00
Centaur	R	4.00	6.00
Chimera	R	4.00	6.00
Hydra	R	4.00	6.00
Medusa	R	4.00	6.00
Oracle	R	4.00	6.00
Visionary	U	2.00	3.00

FIREWALKERS EXPANSION

TSR-1996

Full Set (46 dice)	\$110.00	160.00
Kicker Pack (8 dice)	6.00	7.00
Kicker Box (12 packs)	70.00	80.00
Unlisted Common dice	25	50
Unlisted Uncommon dice	1.50	2.50

Ashbringer	R	3.00	5.00
Daybringer	R	3.00	5.00
Expeditioner	R	3.00	5.00
Fireshadow	C	1.50	2.50
Firestormer	R	3.00	5.00
Genie	U	3.00	5.00
Gorgon	C	1.50	2.50
Phoenix	R	7.00	10.00

Salamander	U	3.00	5.00
Sentinel	R	3.00	5.00

UNDEAD EXPANSION

TSR-1996

Full Set (20 dice)		
Kicker Pack (8 dice)	6.00	7.00
Kicker Box (12 packs)	70.00	80.00

EAGLES: WATERLOO-1815

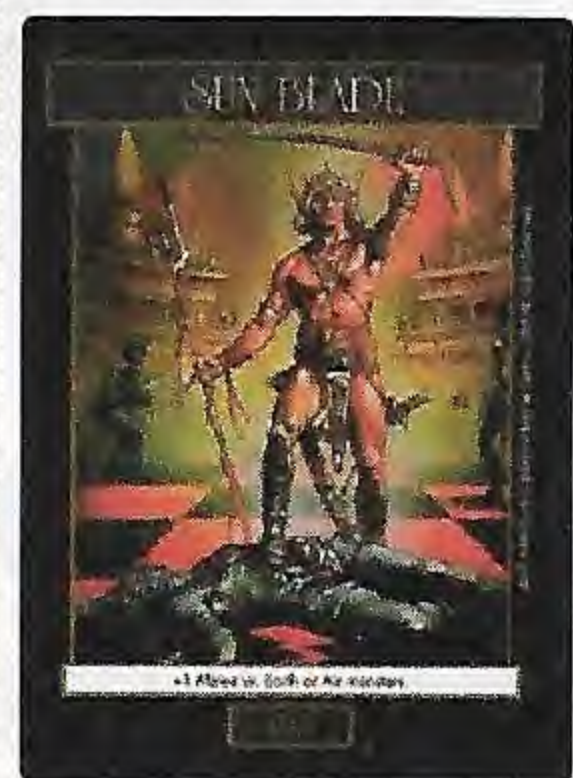
COLUMBIA GAMES-1995

Full Bronze Set (300 cards)	\$100.00	150.00
Full Silver Set (300 cards)	250.00	350.00
Full Gold Set (300 cards)	500.00	700.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	75.00	110.00

ECHELONS OF FIRE/FURY

MEDALLION SIMULATIONS-1995/96

Full Fire Set (69 cards)	\$30.00	50.00
Full Fire 2nd Ed. Set (93 cards)	70.00	110.00
Fire Starter Deck (65 cards)	8.00	10.00
Fire Starter Box (10 decks)	75.00	100.00
Fire Booster Pack (15 cards)	2.50	3.00
Fire Booster Box (36 packs)	85.00	110.00
Full Fury Set (62 cards)	30.00	50.00
Full Fury 2nd Ed. Set (94 cards)	70.00	100.00
Fury Starter Deck (65 cards)	8.00	12.00
Fury Starter Box (10 decks)	75.00	100.00
Fury Booster Pack (15 cards)	2.50	3.00
Fury Booster Box (36 packs)	85.00	110.00



FANTASY ADVENTURES-SUN BLADE

FANTASY ADVENTURES

MAYFAIR-1996

Full Set (450 cards)	\$300.00	350.00
Starter Dual Deck (100 fixed cards)	14.00	16.00
Starter Box (6 dual decks)	80.00	90.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	70.00	90.00

FASTBREAK

WILDSTORM-1996

Full Set (308 cards including 8 chase cards)		
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	65.00	75.00

FLIGHTS OF FANTASY

DESTINI PRODUCTIONS-1994

Full Set (108 cards)	\$25.00	50.00
Booster Pack (10 cards)	1.75	2.50
Booster Box (36 packs)	60.00	80.00

GALACTIC EMPIRES

COMPANION GAMES-1995

Full Alpha Set (90 cards)	\$200.00	300.00
Full Beta Set (91 cards)	125.00	200.00
Full Primary Edition Set (445 cards including 9 chase cards)	165.00	200.00
Primary Starter Deck (55 cards)	8.00	10.00
Primary Starter Box (8 decks)	60.00	75.00
Full Universe Ed. Set (564 cards including 10 chase cards)	175.00	250.00
Universe Starter Deck (100 cards)	12.00	13.00
Universe Starter Box (8 decks)	85.00	100.00
Universe Booster Pack (14 cards)	2.25	2.50
Universe Booster Box (36 packs)	75.00	85.00

Dragon Hatching	R	4.00	6.00
Dragon Lair	R	4.00	6.00

Moon Dragoness	R	5.00	8.00
Monster Overstrike	R	3.00	5.00
Scintillating Dragoness	R	3.00	5.00

NEW EMPIRES EXPANSION

COMPANION GAMES-1995

Full Set (210 cards including 10 chase cards)	\$75.00	125.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

POWERS OF THE MIND EXPANSION

COMPANION GAMES-1995

Full Set (152 cards including 4 chase cards)	\$70.00	100.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

TIME GATES EXPANSION

COMPANION GAMES-1995

Full Set (157 cards including 4 chase cards)	\$70.00	100.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

ADVANCED TECHNOLOGIES EXPANSION

COMPANION GAMES-1996

Full Set (152 cards including 6 chase cards)	\$70.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	85.00

PIRACY EXPANSION

COMPANION GAMES-1996

Full Set (152 cards including 5 chase cards)	\$70.00	100.00
Booster Pack (6 cards)	.90	1.25
Booster Box (80 packs)	70.00	90.00

GANGLAND!

CORLENGER-1996

Starter Set (170 cards)	\$18.00	20.00
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GRIDIRON

PRECEDENCE/UPPER DECK-1995

Full Hobby Set (306 cards including 10 chase cards)	\$180.00	300.00
Full Retail Set (306 cards including 10 chase cards)	180.00	300.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.00	3.00
Booster Box (48 packs)	95.00	145.00

GUARDIANS

PPG-1995

Full Limited Edition Set (324 cards including all

HERESY: KINGDOM COME

LAST UNICORN GAMES-1995

Full Set (374 cards)	\$175.00	300.00
Starter Deck (60 cards)	9.00	11.00
Starter Box (12 decks)	85.00	100.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

HIGHLANDER

THUNDER CASTLE GAMES-1995

Full Set (165 cards)	\$150.00	250.00
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

Armando	R	4.00	6.00
Connor McLead	R	7.00	10.00
Duncan McLead	R	7.00	10.00
Nefertiri	R	4.00	6.00
Richie Ryan	R	6.00	8.00

HIGHLANDER: THE MOVIE EXPANSION

COMPANION GAMES-1995

Full Set (300 cards)	\$200.00	300.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	70.00	90.00

HYBORIAN GATES

CARDZ-1995

Full Set (450 cards including 3 chase cards)	\$200.00	300.00
Starter Dual Deck (110 cards)	8.00	10.00
Starter Box (6 dual decks)	45.00	60.00
Booster Pack (12 cards)	2.25	3.00
Booster Box (36 packs)	80.00	110.00

Ancient Gate Redemption	UR	50.00	75.00
Angel Storm	UR	20.00	30.00
Winning	UR	20.00	30.00

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES-1994

Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	140.00
Unlisted Common cards	.05	.25
Unlisted Uncommon cards	.50	1.50
Unlisted Rare cards	2.00	3.50

Card names are printed in gold

Blitzkrieg	R	3.25	4.00
C.I.A.	R	3.25	4.00
Cyborg Soldiers	R	3.50	5.00
Elvis	R	3.25	4.00
Germany	R	3.25	4.00
Hitler's Brain	R	3.25	4.00
Italy	R	3.25	4.00
Mafia, The	R	3.25	4.00
Men In Black, The	R	3.25	4.00
N.S.A.	R	3.50	5.00
Perpetual Motion Machine	R	3.25	4.00
Pollsters	R	3.25	4.00
Shroud of Turin	R	3.25	4.00
Saulburner	R	3.25	4.00
Subliminals	R	3.25	4.00
Texas	R	3.25	4.00
Underground Newspapers	R	3.25	4.00
Unmasked!	R	3.25	4.00

ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

STEVE JACKSON GAMES-1995

Full Set (412 cards)	\$250.00	350.00
Starter Deck Dual (110 cards)	8.00	10.00
Starter Box (5 dual decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

Single cards are 50 to 100% of limited equivalents
Card names are printed in various colors.

ASSASSINS EXPANSION

STEVE JACKSON GAMES-1995

Full Set (125 cards)	\$75.00	125.00
Booster Pack (8 cards)	1.30	1.50
Booster Box (60 packs)	70.00	85.00

JAMES BOND 007

HEARTBREAKER HOBBIES-1995

Full Set (207 cards including 10 chase cards)	\$125.00	200.00
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Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00

Alec Trevelyn-006	UR	8.00	12.00
Aston Martin "Volante"	UR	8.00	12.00
Connections	UR	8.00	12.00
Destroy Cocaine Factory	R	6.00	8.00



JAMES BOND- ERNST STAVRO BLOFELD

Ernst Stavro Blofeld	UR	8.00	12.00
Hidden Agenda	R	6.00	8.00
Jaws	R	4.00	6.00
Leadership	UR	8.00	12.00
Legend, The	UR	10.00	15.00
Octopussy	R	4.00	6.00
One Step Forward, Two	UR	8.00	12.00
Pam Bouvier	UR	10.00	15.00
Save Gold Reserve	UR	8.00	12.00
Soviet War Room	UR	8.00	12.00
Stop Heroin Flow	R	6.00	8.00

JYHAD

WIZARDS OF THE COAST-1994

Full Set (438 cards)	\$300.00	400.00
Starter Deck (76 cards)	7.00	9.00
Starter Box (10 decks)	65.00	85.00
Booster Pack (19 cards)	1.75	2.50
Booster Box (36 packs)	60.00	90.00

KILLER INSTINCT

TOPPS-1996

Full Set (363 cards)		
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	65.00	85.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	75.00	90.00

KULT

HEARTBREAKER HOBBIES-1995

Full Set (262 cards)	\$150.00	225.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00

LAST CRUSADE, THE

CHAMELEON ECLECTIC ENTERTAINMENT-1995

Full Set (300 cards)	\$120.00	200.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	80.00	100.00
Booster Pack (12 cards)	1.75	2.50
Booster Box (36 packs)	65.00	80.00

LEGEND OF THE FIVE RINGS

ALDERAC ENTERTAINMENT GROUP-1995

Full Limited Set (311 cards)	\$180.00	300.00
Full Unlimited Set (312 cards)	180.00	300.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Limited & Unlimited are same price.

Bayushi Kachiko	R	3.00	5.00
Imperial Gift	R	3.00	5.00
Inheritance	R	4.00	6.00
Kolat Master	R	4.00	6.00
School of Wizardry	R	4.00	6.00

SHADOWLANDS EXPANSION

ALDERAC ENTERTAINMENT GROUP-1996

Full Set (155 cards including 3 exclusive clan-deck only cards)	\$90.00	130.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	80.00	100.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	70.00	90.00

MARVEL OVERPOWER

FLEER-1995

Full Set (345 cards including 42 Mission cards)	\$300.00	400.00
Starter Deck (62 cards)	7.00	10.00
Starter Box (12 decks)	80.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00
42-card Missions set (1 per pack)	1.00	2.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	1.00	2.50
Unlisted Rare cards	2.00	4.00

Some names are abbreviated. P rarity denotes Promo.

Apocalypse Hero Card	R	3.00	5.00
Apoc Mega Morph	R	3.00	5.00
Bishop Spectrum Blast	R	3.00	5.00
Cable Hero Card	R	3.00	5.00
Captain America Hero Card	R	4.00	6.00
Cyclops Ground Blast	R	3.00	5.00
Death From Above	P	1.00	2.00
Gambit Charm	R	3.00	5.00
Gamma Terror	P	1.00	2.00
God of Mischief	P	1.00	2.00
Guardian Angel	P	1.00	2.00
Hulk Enraged	R	3.00	5.00
Hulk Intimidate	R	3.00	5.00
Iron Man Hero Card	R	4.00	6.00
IM Tactical Computer	R	4.00	6.00
Jean Grey Tele. Unity	R	3.00	5.00
Jubilee Plasmoid Flash	R	3.00	5.00
Magneto Hero Card	R	5.00	8.00
Magneto Paralyze Opp.	R	5.00	8.00
Mystique Hero Card	R	4.00	6.00
Mystique Surprise Attack	R	4.00	6.00
Professor X Hero Card	R	3.00	5.00
Prof X Psionic Hold	R	3.00	5.00
Prof X Tele. Coord.	R	3.00	5.00
Psylocke Hero Card	R	3.00	5.00
Psylocke Mental Hold	R	3.00	5.00
Psylocke Psychic Knife	R	3.00	5.00
Rogue Mutagenic Drain	R	3.00	5.00
Rogue Super Strength	U	3.00	5.00
Sabretooth Blood Hunt	R	4.00	6.00
Spider-Man Hero Card	R	9.00	15.00
S-M Arachnid Agility	U	3.00	5.00
S-M Spider Sense	U	3.00	5.00
S-M Wall Crawl	C	1.00	2.50
S-M Web	R	5.00	8.00
S-M Web Shield	U	3.00	5.00
Storm Hero Card	R	3.00	5.00
Storm Emotional Outburst	R	3.00	5.00
Storm Summon...Power	R	3.00	5.00
Unlucky at Love	P	1.00	2.00
Venom Hero Card	R	5.00	8.00
Venom Alien Webbing	U	3.00	5.00
Venom Creepy Crawler	U	3.00	5.00
Venom Panic Attack	R	5.00	8.00
Venom Symbiotic Snare	R	5.00	8.00
Web-Headed Wizard	P	3.00	5.00
Wolverine Hero Card	R	9.00	15.00
Wolvie Berserk Attack	C	1.00	2.50
Wolvie Fighting Instinct	C	1.00	2.50
Wolvie Heal	C	1.00	2.50
Wolvie Snikt!	C	1.00	2.50
Wolvie Wounded Animal	R	7.00	12.00

POWERSURGE EXPANSION

FLEER-1995

Full Set (269 cards including 14 Mission cards)	\$200.00	300.00
Booster Pack (9 cards)	1.75	2.00
Booster Box (36 packs)	60.00	70.00
14-card Mission set	.25	.75
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	1.00	2.50
Unlisted Rare cards	2.00	4.00

P rarity denotes Promo.

Captain Universe	P	1.00	2.00
Confusion	P	3.00	5.00
Iron Man Dumpster	C	.50	1.00
Iron Man Industrial Waste	U	3.00	5.00
Iron Man Multi Power 2	C	1.00	2.00
Magneto Impulse	U	3.00	5.00
Magneto Power Flux	U	3.00	5.00

Sabretooth Chain	C	1.00	2.00
Savage Land	P	1.00	2.00
Scarlet Spider Hero Card	R	6.00	10.00
Scarlet Spider New Warrior	C	1.00	2.00
Scarlet Spider	U	4.00	6.00
Spider-Man Strength 2	C	.75	1.50
Spider-Man Taunt	U	4.00	6.00
Venom Alien Symbiote	U	3.00	5.00
Venom Fighting 5	C	.50	1.00
Venom Hot Dog Cart	C	.50	1.00
Wolverine Fighting 5	C	1.00	2.00
Wolverine Rage	U	2.00	4.00

MISSION CONTROL EXPANSION

FLEER-1996

Full Set (142 cards including 14 Mission cards)	\$40.00	60.00
Booster Pack (9 cards)	1.40	1.75
Booster Box (36 packs)	48.00	55.00
Single Mission cards	.25	.75
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.75	2.00
Unlisted Rare cards	2.00	4.00

P rarity denotes Promo.

Alien Creature Rampages	P	1.00	2.00
Black Widow Avenging Agent	R	3.00	5.00
Black Widow Combat Gymnast	R	3.00	5.00
Black Widow Hero card	U	2.00	4.00
Hawkeye Hero card	U	1.50	3.00
Morbis Hero card	U	1.50	3.00
Morph Hero card	U	2.00	3.00
Mutant Rebels Held Captive	P	1.00	2.00
Nightcrawler Hero card	U	1.50	3.00
Quicksilver Hero card	U	1.50	3.00

MIDDLE-EARTH: THE WIZARDS

IRON CROWN ENTERPRISES-1995

Full Set (484 cards)	\$350.00	500.00
Starter Deck (76 cards)	9.00	11.00
Starter Box (10 decks)	85.00	100.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00
Unlisted Common cards	.05	.30
Unlisted Common sites	.25	.75
Unlisted Common characters	.25	.75

P rarity denotes Promo.

Adunaphel	R	7.00	10.00
Agburanar	R	3.00	5.00
Akhörahil	R	7.00	10.00
Align Palantir	U	1.50	3.00
Anborn	U	1.50	3.00
Andúril, Flame of the West	R	2.00	4.00
Arimmir	U	1.50	3.00
Arkenstone, The	R	3.00	5.00
Army of the Dead	R	3.00	5.00
Arwen	R	3.00	5.00
Assassin	R	2.50	4.00
Athelas	U	1.50	3.00
Awaken the Earth's Fire	U	1.50	3.00
Balance of Things, The	R	3.00	6.00
Balin	U	1.50	3.00
Balrog of Moria	R	4.00	7.00
Bane of the Ithilstone	R	3.00	6.00
Barad-dûr	R	2.50	4.00
Barliman Butterbur	U	.75	1.00
Barrow-wight	U	1.50	3.00
Beretar	U	1.50	3.00
Bergil	U	1.50	3.00
Bert (Bûrat)	U	1.50	3.00
Bilbo	R	5.00	8.00
Bill the Pony	U	.75	1.00
Black Arrow	P	2.50	4.00
Blue Mountain Dwarves	U	.75	1.00
Bombur	U	1.50	3.00



price guide

Denethor II	R	2.50	5.00
Dimrill Dale	U	1.50	2.50
Dol Guldur	R	2.50	4.00
Dori	U	1.50	3.00
Dragon's Desolation	U	1.50	3.00
Drowning Seas	U	2.00	4.00
Dunharrow	R	2.50	4.00
Durin's Axe	U	1.50	3.00
Dwar of Waw	R	7.00	10.00
Dw. Ring of Barin's Tribe	R	5.00	8.00
Dw. Ring of Bavor's Tribe	R	3.00	6.00
Dw. Ring of Druin's Tribe	R	3.00	6.00
Dw. Ring of Durin's Tribe	R	3.00	6.00
Dw. Ring of Dwalin's Tribe	R	3.00	6.00
Dw. Ring of Thelor's Tribe	U	2.00	4.00
Dw. Ring of Threr's Tribe	U	2.00	4.00
Eagle-mounts	R	3.50	5.00
Earth of Galadriel's Orchard	U	1.50	2.50
Easterling Camp	R	2.50	4.00
Easterlings	R	1.50	3.00
Elf-song	R	3.00	6.00
Elrond	R	5.00	8.00
Elves of Lindon	R	1.50	3.00
Ent-draughts	U	1.50	2.50
Eomer	U	1.50	3.00
Eowyn	U	1.50	3.00
Evenstar, The	U	1.50	3.00
Eye of Sauron	R	3.00	6.00
Fair Sailing	R	3.00	6.00
Fair Travels in Dark-domains	R	3.00	6.00
Fair Travels in Free-domains	R	3.00	6.00
Favor of the Valar	R	5.00	8.00
Fell Beast	R	3.00	6.00
Fell Turtle	R	3.00	6.00
Fiti	U	1.50	3.00
Fog	U	1.50	3.00
Frodo	R	5.00	8.00
Fury of The Iron Crown	P	2.50	4.00
Galadriel	R	3.00	5.00
Galva	R	2.50	5.00
Gamling the Old	U	1.50	3.00
Ghan-buri-Ghan	U	1.50	3.00
Glamdring	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Glóin	U	1.50	3.00
Glorfindel II	R	2.00	4.00
Goldberry	U	.75	1.00
Gollum	U	3.00	5.00
Gollum's Fate	R	3.00	6.00
Great Eagles, The	U	.75	1.00
Great Goblin, The	R	3.50	5.00
Great-shield of Rohan	U	1.50	3.00
Great Ship	R	3.50	5.00
Gwaihir	R	2.00	4.00
Halbarad	U	1.50	3.00
Haldalam	R	2.50	5.00
Haldir	U	1.50	3.00
Half-trolls of Far Harad	U	1.50	3.00
Hiding	R	3.00	6.00
Hillmen	U	.75	1.00
Himring	U	1.50	2.50
Hoarmurath of Dir	R	7.00	10.00
Hobbits	R	1.50	3.00
Huon	U	1.50	3.00
Imrahil	U	1.50	3.00
Indur Dawndearth	R	7.00	10.00
Irerack	U	1.50	2.50
Iron Crown, The	P	2.50	4.00
Isles of the Dead that Live	R	3.50	5.00
Khamûl the Easterling	R	7.00	10.00
Knights of Dol Amroth	U	.75	1.00
Lapse of Will	U	2.00	4.00
Leaflock	U	.75	1.00
Legolas	U	1.50	3.00
Lesser Ring	U	2.00	3.00
Leucaruth	R	3.00	5.00
Lossoth	U	.75	1.00
Lost at Sea	R	3.00	6.00
Lost in Dark-domains	R	3.00	6.00
Lucky Search	R	3.00	6.00
Lure of Creation	U	2.00	4.00
Lure of Power	R	3.00	6.00
Mablung	U	1.50	3.00
Magic Ring of Courage	U	2.00	4.00
Magic Ring of Lore	U	2.00	4.00

Magic Ring of Nature	U	2.00	4.00
Magic Ring of Stealth	U	2.00	4.00
Magic Ring of Words	U	2.00	4.00
Men of Anfalas	U	.75	1.00
Men of Dorwinion	U	.75	1.00
Men of Lamedon	U	.75	1.00
Men of Lebennin	U	.75	1.00
Men of Northern Rhovanion	U	.75	1.00
Merry	U	1.50	3.00
Minas Morgul	R	2.50	4.00
Minions Stir	U	2.00	4.00
Mirror of Galadriel	U	2.00	4.00
Mithril-coat, The	R	3.00	6.00
Moon	U	1.50	3.00
Morannon	R	3.50	5.00
Morgul-horse	R	3.00	6.00
Morgul-knife	R	3.00	6.00
Morgul Night	R	3.00	6.00
Mount Doom	U	1.50	2.50
Mount Gundobad	U	1.50	2.50
Mouth of Sauron	R	5.00	8.00
Mumak (Oliphaunt)	R	3.00	5.00
Narsil	U	1.50	3.00
Narya	R	3.50	6.00
Nazgûl are Abroad, The	R	3.00	6.00
Neeker-Breakers	P	2.50	4.00
Nenya	R	3.50	6.00
New Moon	U	2.00	4.00
Óin	U	1.50	3.00
Old Man Willow	U	2.00	4.00
Old Thrush, The	U	2.00	4.00
Olog-hai (Trolls)	U	1.50	3.00
One Ring, The	R	18.00	30.00
Orc-lieutenant	U	1.50	2.50
Orcrist	U	2.00	4.00
Ost-in-Edhil	U	1.50	2.50
Óvatha the Horseman	R	7.00	10.00
Palantir of Amon Sul	R	2.00	4.00
Palantir of Annúminas	R	2.00	4.00
Palantir of Elostirion	U	1.50	3.00
Palantir of Minas Tirith	U	1.50	3.00
Palantir of Orthanc	U	1.50	3.00
Palantir of Osgiliath	R	2.00	4.00
Pale Sword, The	R	3.00	6.00
Paths of the Dead	R	3.50	5.00
Pick-pocket	U	1.50	3.00
Pippin	U	1.50	3.00
Plague of Wights	U	2.00	4.00
Praise to Elbereth	U	2.00	4.00
Precious, The	R	3.00	6.00
Pökel-men	R	2.00	4.00
Quickbeam	U	.75	1.00
Quiet Lands	U	1.50	3.00
Red Arrow	U	1.50	3.00
Red Book of Westmarch	U	1.50	3.00
Ren the Unclean	R	7.00	10.00
Return of the King	U	1.50	3.00
Ring's Betrayal, The	U	2.00	4.00
Ringlore	U	2.00	4.00
Rauc the Raven	R	2.00	4.00
Rograg	R	2.00	4.00
Sacrifice of Form	R	2.00	4.00
Sam Gamgee	U	1.50	3.00
Sapling of the White Tree	U	1.50	3.00
Scroll of Isildur	U	1.50	3.00
Secret Entrance	R	3.50	5.00
Shadowfax	R	3.50	5.00
Shelob	R	7.00	12.00
Shelob's Lair	R	2.50	4.00
Siege	R	4.00	6.00
Silent Watcher	R	2.50	5.00
Skinbark	R	2.00	4.00
Slayer	U	1.50	3.00
Smaug	R	5.00	8.00
Snowstorm	R	3.00	6.00
Southron Oasis	R	2.50	4.00
Southrons	R	1.50	3.00
Star-glass	U	1.50	3.00
Stars	U	1.50	3.00
Sting	U	1.50	3.00
Stone-circle	R	2.50	4.00
Stone of Erech	R	3.00	6.00
Stones, The	R	2.50	4.00
Storms of Ossë	R	3.00	6.00
Sun	U	1.50	3.00
Thief	R	2.00	4.00
Thorin II	R	3.00	5.00
Tolfalas	R	2.50	4.00
Tom Bombadil	R	2.00	4.00
Tom (Turna)	U	1.50	3.00
Torque of Hues	U	2.00	4.00
Traitor	R	3.00	6.00
Treebeard	U	.75	1.00
True Fána	R	3.00	6.00
Use Palantir	U	2.00	4.00
Vale of Erech	R	3.00	5.00

Variag Camp	R	2.50	4.00
Variags of Khand	R	2.00	3.00
Vilya	R	4.00	6.00
Vyngavril	R	2.50	5.00
Wacho	U	1.50	3.00
Wake of War	U	2.00	4.00
Watcher in the Water	U	1.50	3.00
White Towers, The	U	1.50	2.50
White Tree, The	R	3.00	6.00
William (Wulug)	U	1.50	3.00
Will of Sauron, The	R	5.00	8.00
Will of the Ring, The	R	3.00	6.00
Witch-king of Angmar	R	7.00	10.00
Wizard's Fire	R	3.00	6.00
Wizard's Flame	U	2.00	4.00
Wizard's Laughter	U	2.00	4.00
Wizard's Ring	U	2.00	4.00
Wizard's River-horses	U	2.00	4.00
Wizard's Voice	R	3.00	6.00
Woodmen	U	.75	1.00
Woses of Power and Terror	R	3.00	6.00
Woses of Old Pökel-Hand	R	1.50	3.00
Woses of the Drúadan Forest	U	.75	1.00

THE DRAGONS EXPANSION
IRON CROWN ENTERPRISES-1996

Full Set (180 cards)	•	•
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00

MORTAL KOMBAT
BRADYGAMES-1995

Full Set (300 cards)	\$200.00	300.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (10 decks)	70.00	100.00
Booster Pack (15 cards)	2.50	2.75
Booster Box (36 packs)	80.00	95.00



MYTHOS: CALL OF CTHULHU-ITHAQUA

MYTHOS: CALL OF CTHULHU
CHAOSIUM-1996

Full Set (218 cards including 18 Investigative cards)	•	•
Starter Deck (60 cards)	9.00	10.00
Starter Box (10 decks)	85.00	100.00
Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

Chime of Tezchapl	R	3.00	5.00
Esoteric Order of Dagon	R	4.00	7.00
Gnaph Keh	R	4.00	7.00
Mist Projector	R	4.00	7.00
Nyarlathep	R	6.00	9.00
Ring of Eibon	R	4.00	7.00

EXPEDITIONS OF MISKATONIC UNIVERSITY EXPANSION
CHAOSIUM-1996

Full Set (67 cards)	•	•
Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

CTHULHU RISING EXPANSION
CHAOSIUM-1996

Full Set (67 cards)	•	•
Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

LEGENDS OF THE NECRONOMICON EXPANSION
CHAOSIUM-1996

Full Set (67 cards)	•	•
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Booster Pack (13 cards)	3.00	3.25
Booster Box (36 packs)	95.00	110.00

NETRUNNER
WIZARDS OF THE COAST-1996

Full Set (374 cards)	\$325.00	425.00
Starter Dual Deck (120 cards)	18.00	20.00
Starter Box (6 dual decks)	100.00	115.00
Booster Pack (15 cards)	3.00	3.25
Booster Box (36 packs)	90.00	110.00
Unlisted Common cards	.05	.30
Unlisted Uncommon cards	.50	1.25
Unlisted Vital cards	1.00	2.00
Unlisted Rare cards	2.00	4.00

The V rarity denotes Vital, and the commonality of these cards is between Uncommon and Rare.

Access to Arasaka	V	2.00	4.00
Access to Kiribati	V	2.00	4.00
AI Chief Financial Officer	R	8.00	12.00
Anonymous Tip	R	3.00	5.00
Arasaka Owns You	R	3.00	5.00
Back Door to Orbital Air	V	2.00	4.00
Bartmoss Memorial Icebreaker	R	7.00	10.00
Bodyweight Data Creche	R	3.00	5.00
City Surveillance	R	4.00	6.00
Corporate Ally	R	3.00	5.00
Corporate Downsizing	V	2.00	4.00
Corporate Negotiating Center	R	7.00	10.00
Corporate War	V	2.00	4.00
Crybaby	R	4.00	6.00
Cyfermaster	V	2.00	4.00
Data Masans	R	4.00	6.00
Deal with Militech	R	7.00	10.00
Desperate Competitor	R	7.00	10.00
Dieter Esslin	R	7.00	10.00
Diplomatic Immunity	R	4.00	6.00
Disinfectant, Inc.	R	7.00	10.00
Dupre	R	4.00	6.00
Emergency Self-Construct	R	6.00	8.00
Encoder, Inc.	R	3.00	5.00
Endless Corridor	R	3.00	5.00
False Echo	R	6.00	8.00
Falsified Transactions Expert	R	3.00	5.00
Fatal Attractor	R	6.00	8.00
Field Reporter for Ice and Data	R	6.00	8.00
Forged Activation Orders	R	4.00	6.00
Fortress Respecification	R	4.00	6.00
Full Body Conversion	R	4.00	6.00
Hammer	V	2.00	4.00
Haunting Inquisition	R	3.00	5.00
Hostile Takeover	V	2.00	4.00
Hot Tip for WNS	R	7.00	10.00
Incubator	R	4.00	6.00
Jenny Jett	R	4.00	6.00
Joan of Arc	R	6.00	8.00
Lifesaver Nanosurgeons	R	3.00	5.00
Marine Arcology	V	2.00	4.00
Microtech Trade Set	R	3.00	5.00
Microtech AI Interface	R	4.00	6.00
misc.for-sale	R	7.00	10.00
MIT West Tier	R	4.00	6.00
N.E.T.O.	R	4.00	6.00
Nerve Labyrinth	R	4.00	6.00
New Galveston City Grid	R	4.00	6.00
Omni Kismet, Ph.D	R	7.00	10.00
On-Call Solo Team	V	2.00	4.00
Organ Donor	R	7.00	10.00
Pacifica Regional AI	R	4.00	6.00
Piledriver	V	2.00	4.00
Playful AI	R	3.00	5.00
Poltergeist	R	4.00	6.00
Preying Mantis	R	4.00	6.00
Priority Wreck	R	4.00	6.00
Ramming Piston	V	2.00	4.00
Record Reconstructor	R	4.00	6.00
Reflector	R	3.00	5.00
Scatter Shot	R	3.00	5.00
Schlaghund	R	3.00	5.00
Shell Traders, The	R	5.00	8.00
Silver Lining Recovery Protocol	R	4.00	6.00
Singapore City Grid	R	8.00	12.00
Skalderviken SA Beta Test Site	R	7.0	

ON THE EDGE

ATLAS GAMES-1994

Full Limited Edition Set (269 cards)	\$200.00	300.00
Full Unlimited Edition Set (269 cards)	150.00	250.00
Full Standard Edition Set (270)	125.00	200.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

All edition cards are same price.

Asha Ryder	R	3.00	5.00
Constance D'Aubainne	R	2.00	3.00
Cyril Doros	R	3.00	5.00
Debra Grierson	R	3.00	4.00
Haveni Shogasemi	R	2.00	4.00

CUT-UPS PROJECT EXPANSION

ATLAS GAMES-1995

Full Set (90 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

SHADOWS EXPANSION

ATLAS GAMES-1995

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

ARCANA EXPANSION

ATLAS GAMES-1995

Full Set (157 cards including 4 chase cards)	\$125.00	175.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

ONE ON ONE HOCKEY CHALLENGE

PLAYOFF-1995

Full Set (330 cards)	\$400.00	700.00
Starter Deck (50 cards)	9.00	11.00
Starter Box (8 decks)	70.00	85.00
Booster Pack (12 cards)	2.00	2.75
Booster Box (36 packs)	70.00	95.00
Unlisted Commons (1-110)	.05	.25
Unlisted Uncommons (111-220)	.75	2.00
Unlisted Rares (221-330)	3.00	6.00

The URB and URS rarities denote Ultra Rare cards found only in booster packs and Ultra Rare cards found only in starter decks, respectively.

2 Paul Kariya	C	1.00	2.00
34 Sergei Fedorov	C	.75	1.50
50 Wayne Gretzky	C	2.00	3.00
55 Patrick Roy	C	1.25	2.00
76 Eric Lindros	C	2.00	3.00
78 Jaromir Jagr	C	1.00	2.00
79 Mario Lemieux	C	2.00	3.00
100 Pavel Bure	C	.60	1.75
105 Jim Carey	C	.75	1.50
114 Paul Kariya	U	3.00	5.00
135 Jeremy Roenick	U	1.50	2.50
137 Peter Forsberg	U	2.00	4.00
144 Sergei Federov	U	2.00	4.00
159 Wayne Gretzky	U	5.00	8.00
166 Patrick Roy	U	3.50	6.00
182 Eric Lindros	U	4.00	7.00
185 Jaromir Jagr	U	3.00	5.00
186 Mario Lemieux	U	4.00	7.00
195 Brett Hull	U	1.50	2.50
204 Felix Potvin	U	1.50	2.50
207 Pavel Bure	U	2.00	4.00
213 Jim Carey	U	2.00	4.00
223 Paul Kariya	URB	40.00	70.00
224 Todd Krygier	URS	4.00	8.00
226 Ray Bourque	URB	8.00	15.00
228 Cam Neely	URB	8.00	15.00
229 Adam Oates	URB	8.00	15.00
232 Bob Sweeney	URS	4.00	6.00
236 Jeremy Roenick	URB	15.00	30.00
239 Peter Forsberg	URB	25.00	50.00
241 Owen Nolan	URB	6.00	10.00
242 Joe Sakic	URS	12.00	25.00
248 Kevin Hatcher	URS	4.00	8.00
250 Mike Modano	URB	7.00	12.00
252 Paul Coffey	URS	8.00	15.00
253 Sergei Fedorov	URS	25.00	40.00
259 Doug Weight	URB	4.00	8.00
263 Rob Niedermayer	URS	4.00	8.00
266 Geoff Sanderson	URS	4.00	8.00
269 Wayne Gretzky	URB	80.00	150.00
274 Patrick Roy	URB	50.00	100.00

275 Martin Brodeur	URB	20.00	40.00
281 Scott Lachance	URS	4.00	8.00
283 Brian Leetch	URB	4.00	8.00
284 Mark Messier	URB	10.00	20.00
286 Luc Robitaille	URS	7.00	10.00
288 Jim Paek	URS	4.00	8.00
291 Rod Brind'Amour	URS	4.00	8.00
294 Eric Lindros	URB	70.00	125.00
297 Jaromir Jagr	URS	40.00	70.00
298 Mario Lemieux	URB	70.00	125.00
302 Arturs Irbe	URB	8.00	15.00
305 Geoff Courtmull	URS	5.00	8.00
307 Brett Hull	URB	18.00	35.00
311 Petr Klima	URS	4.00	8.00
313 Paul Ysebaert	URB	4.00	8.00
315 Doug Gilmour	URB	10.00	18.00
316 Pavel Bure	URB	20.00	35.00
318 Alexander Mogilny	URS	10.00	18.00
323 Keith Jones	URS	4.00	8.00
329 Teemu Selanne	URB	15.00	30.00
330 Alexei Zhamnov	URS	10.00	15.00

PACIFIC CAMPAIGN

MEDALLION SIMULATIONS-1995

Full Set (110 cards)	8.00	10.00
Starter Deck (65 cards)	8.00	10.00
Starter Box (10 boxes)	75.00	95.00

Fuel X2	R	9.00	15.00
Japanese "George" Fighter	R	3.00	4.00
Japanese Mini-sub	R	5.00	7.00
Shore Bombardment	R	2.00	3.00
U.S. Kingfisher	R	2.00	3.00

POWERCARDZ

CALIBER GAMES SYSTEMS-1995

Full Series 1 (160 cards)	\$40.00	60.00
Starter Deck (A & B-50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SPAWN EXPANSION

CALIBER GAMES SYSTEMS-1995

Full Set (190 cards)	\$60.00	80.00
Starter Deck (50 cards)	9.00	10.00
Starter Box (12 decks)	100.00	115.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00
Power Primer (1 starter deck + 3 booster packs)	15.00	18.00

SECOND STRIKE EXPANSION

CALIBER GAMES SYSTEMS-1995

Full Set (300 cards)	\$90.00	125.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00



QUEST FOR THE GRAIL-GRIFFON

QUEST FOR THE GRAIL

STONE RING GAMES-1995

Full Limited Ed. Set (280 cards)	\$150.00	200.00
Full Preview Ed. Set (125 cards)	60.00	100.00
Preview Ed. Starter Deck (60 cards)	8.00	10.00
Preview Starter Box (10 decks)	65.00	85.00
Limited Starter Deck (56 cards)	8.00	10.00
Limited Starter Box (10 decks)	75.00	90.00
Limited Booster Pack (14 cards)	2.50	2.75
Limited Booster Box (36 packs)	80.00	95.00

RAGE

WHITE WOLF-1995

Full Set (321 cards including 13 ultra-rare chase cards)	\$200.00	275.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	65.00	85.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00
Common cards	.05	.30
Uncommon cards	.75	2.50
Unlisted Rare cards	2.50	3.50

Alexandru ThunderRage	UR	25.00	35.00
Anna Kliminski	R	3.00	5.00
Auriga Gurahl	R	3.00	5.00
Bottlecap of Shakey Mac	R	3.00	5.00
Bron Mac Fionn	R	3.00	5.00
Coup de Grace	R	3.00	5.00
Elder Vampire	R	3.00	5.00
Fang Dagger	R	5.00	7.00
Gaia's Vengeance	R	4.00	6.00
Gangrel Ally	R	3.00	5.00
Get Medieval	R	6.00	8.00
Golgal Fangs-First	R	3.00	5.00
Grand Klaive	R	3.00	5.00
Greater Banishment	R	3.00	5.00
Grimfang	R	3.00	5.00
Gunnar Draughtbane	UR	25.00	35.00
Harano Gloom	R	3.00	5.00
Jack Debitrongu	UR	25.00	35.00
Julisha of the Thousand Masks	R	3.00	5.00
Kelly Still Waters	UR	25.00	35.00
Kinfolk - Soldier of Fortune	R	3.00	5.00
Kinfolk - Veterinarian	R	3.00	5.00
Klaltal Stargazer	UR	25.00	35.00
Knife Wind	R	3.00	5.00
Leukippes	UR	25.00	35.00
Lone Wolf Lupo	UR	25.00	35.00
Lunar Eclipse	R	3.00	5.00
Mamu	R	3.00	5.00
Master of the Pack	R	3.00	5.00
Matriarch Mourning	R	3.00	5.00
Morihei High-Mountain	R	3.00	5.00
Mother Larissa	R	3.00	5.00
Oisin Mac Gaelach	UR	25.00	35.00
Old Red Eagle	UR	25.00	35.00
Old Wolf of the Woods	UR	25.00	35.00
Peace of Nature	R	3.00	5.00
Pearl River	R	3.00	5.00
Pentex Refinery	R	4.00	6.00
Portable Computer	R	3.00	5.00
Progenitor Mage	R	3.00	5.00
Rite of Investiture	R	3.00	5.00
Roger Daly	R	3.00	5.00
Shogeka Hunter Moon	UR	25.00	35.00
Shotgun	R	4.00	6.00
Shu Horus	UR	25.00	35.00
Skindancer	R	4.00	6.00
Song of the Great Beast	R	3.00	5.00
Tribal War	R	3.00	5.00
Uktena Wyrmfroe	R	4.00	6.00
Walks-with-Might	R	3.00	5.00
Wisdom of the Seer	R	3.00	5.00
Wyrmlayer, Ronin Garou	R	3.00	5.00
Yuri Tsvarivich	UR	25.00	35.00

UMBRA EXPANSION

WHITE WOLF-1995

Full Set (90 cards including 5 ultra-rare chase cards)	\$70.00	125.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Common cards	.05	.30
Uncommon cards	.75	2.50

Amanda Withers-in-Sun	R	1.50	2.50
Banishment by the Council	R	2.50	3.50
Battleground, The	UR	12.00	20.00
Bjorn-Blood-from-Stone	R	1.50	2.50
Caern of Bygone Visions	R	1.00	2.00
Caern of Ichiya Madonibashi	R	1.00	2.00
Caern of the Painted Sands	R	1.00	2.00
Caern of the Weeping Daughter	R	1.00	2.00
Cassandra Shadow-Watcher	R	1.50	2.50
Dreamspeaker Mage	R	3.00	5.00
Dr. S. "Mindbender" Garrison	R	1.50	2.50
Faerie Armor	R	1.50	2.50
Flux	UR	12.00	20.00
Heart of Midnight	R	2.50	3.50
Jennifer Moon-Wizened	R	1.00	2.00
Ka Spirit	R	1.50	2.50
Laughs-at-Death	R	1.50	2.50
Legendary	UR	12.00	20.00
Naomi	R	1.50	2.50
Nexus Crawler	R	2.50	3.50

Nightmaster	R	1.50	2.50
Pangea	UR	12.00	20.00
Petrov Tzarovitch	R	1.50	2.50
Rite of Realm Binding	R	1.50	2.50
Runs-without-Pack	R	1.50	2.50
Sees-through-Stars	R	1.00	2.00
Shakey Mac	R	2.00	3.00
Stuck Sideways	R	1.00	2.00
Summer Country	UR	12.00	20.00
Umbral Wave	R	2.00	3.00
Wahya-Ohni	R	1.50	2.50
Wyldestorm	R	2.50	3.50

WYRM EXPANSION

WHITE WOLF-1995

Full Set (186 cards including 6 ultra-rare chase cards)	\$150.00	175.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (24 packs)	50.00	60.00
Common cards	.05	.30
Uncommon cards	.75	2.50
Unlisted Rare cards	2.00	3.00

Alonzo Montoya	R	4.00	6.00
Amella	R	2.00	4.00
Breath of the Defiled	R	3.00	5.00
Caern of Rytthiku	R	3.00	5.00
Caern of the Blood God	R	3.00	5.00
Caern of the Unwashed Child	R	3.00	5.00
Chainsaw	R	3.00	5.00
Churjuroc's Tusk	UR	12.00	20.00
Count Vladimir Rustovich	UR	18.00	25.00
Cult Leader	R		



price guide

Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00
Gift Set (w/Premium card)	18.00	20.00

THE PROPHETS EXPANSION

CAETUS GAME DESIGN-1996

Full Set (106 cards including 1 variant)	60.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00

RED ZONE

DONRUSS-1995

Full Set (336 cards)	\$200.00	300.00
Starter Deck (80 cards)	7.00	10.00
Starter Dual Deck (160 cards)	14.00	20.00
Starter Box (5 dual decks)	70.00	100.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Unlisted Very Common cards	.05	.20
Unlisted Common cards	.15	1.00
Unlisted Uncommon cards	.75	2.50
Unlisted Rare cards	1.50	3.00

Aikman, Troy	R	7.00	10.00
Bennett, Cornelius	R	2.00	4.00
Bennett, Edgar	R	2.00	4.00
Bledsoe, Drew	U	3.50	6.00
Brown, Tim	R	2.00	4.00
Bruce, Isaac	C	1.00	2.00
Coates, Ben	R	2.00	4.00
Ellard, Henry	R	2.00	3.00
Elway, John	R	5.00	8.00
Faulk, Marshall	R	12.00	18.00
George, Jeff	R	5.00	8.00
Greene, Kevin	R	4.00	6.00
Haley, Charles	R	2.00	4.00
Hanks, Merton	R	2.00	4.00
Hurst, Maurice	R	3.00	4.00
Irvin, Michael	R	3.00	5.00
Ismail, Rocket	R	2.00	3.00
Johnson, D.J.	R	2.00	3.00
Kelly, Jim	R	4.00	6.00
Kirby, Terry	R	2.00	4.00
Lloyd, Greg	R	5.00	8.00
Marino, Dan	R	12.00	20.00
Mathis, Terance	R	2.00	4.00
Means, Natrone	R	3.00	4.00
Miller, Anthony	R	2.00	4.00
Moan, Warren	R	3.00	5.00
Moore, Herman	R	5.00	8.00
Norton, Ken	R	3.00	5.00
Novacek, Jay	R	3.00	4.00
Reed, Andre	R	2.00	4.00
Rhett, Errict	C	1.50	2.50
Rice, Jerry	R	7.00	10.00
Sanders, Barry	R	7.00	10.00
Scott, Darnay	R	4.00	6.00
Seau, Junior	R	3.00	5.00
Smith, Bruce	R	2.00	4.00
Taylor, John	R	2.00	4.00
Warren, Chris	R	4.00	6.00
White, Reggie	R	4.00	6.00
Woodson, Rod	R	3.00	5.00
Young, Steve	R	7.00	12.00

RED ZONE EXPANSION

DONRUSS-1996

Full Set (98 cards)	\$50.00	75.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Unlisted Common cards	.15	1.00
Uncommon cards	.75	2.50
Unlisted Rare cards	1.50	3.00

Allen, Terry	R	2.00	3.00
Blake, Jeff	U	2.00	3.00
Carrier, Mark	R	1.25	2.50
Carter, Ki-Jana	R	2.00	4.00
Clark, Vinnie	R	1.25	2.50
Collins, Keiry	U	3.00	4.00
Davis, Terrell	U	1.50	2.50
Favre, Brett	UR	7.00	12.00
Galloway, Joey	R	3.00	5.00
Green, Eric	R	1.50	3.00

Harper, Alvin	UR	2.50	3.50
Howard, Desmond	R	1.25	2.50
Kaufman, Napoleon	U	.75	1.50
Jayner, Seth	R	1.50	3.00
Martin, Curtis	C	1.25	2.50
Metcalfe, Eric	U	1.50	3.00
Paup, Bryce	UR	3.00	5.00
Potts, Roosevelt	R	1.25	2.50
Rison, Andre	R	1.50	3.00
Salaam, Rashaan	R	3.00	5.00
Sanders, Deion	UR	8.00	12.00
Sanders, Frank	R	2.00	3.00
Sargent, Kevin	R	2.00	3.00
Smith, Emmitt	UR	9.00	15.00
Stewart, Kordell	UR	5.00	7.00
Thomas, Henry	R	1.25	2.50
Watters, Ricky	UR	2.50	3.50
Westbrook, Michael	U	1.50	2.50
Wheatley, Tyrone	U	.75	1.50

RUINSWORLD

MEDELLION SIMULATIONS-1996

Full Set (213 cards)		
Starter Deck (65 cards)	9.00	10.00
Starter Box (10 boxes)	80.00	95.00

Atack Rune	R	4.00	6.00
Great Red Dragon	R	3.00	5.00
Gregors Dagger	R	3.00	5.00
Horn of Sounding	R	3.00	5.00
Survival Gear	R	4.00	6.00

SHADOWFIST

DAEDALUS GAMES-1995

Full Limited Set (323 cards)	\$200.00	275.00
Full Standard Set (324 cards)	200.00	275.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (38 packs)	85.00	110.00

Limited & Standard are same price.

Draco	R	12.00	18.00
Homo Omega	R	12.00	20.00
Kinoshita House	R	10.00	15.00
Soul Maze	R	10.00	15.00
Zheng Yi Quan	R	12.00	18.00

NETHERWORLD EXPANSION

DAEDALUS GAMES-1995

Full Set (134 cards)	\$75.00	125.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00

Furious George	R	7.00	10.00
Ice Pagoda	R	7.00	10.00
Ice Shards	R	7.00	10.00
Ting Ting	R	9.00	12.00
Zebotelho	R	8.00	12.00

SIMCITY

MAYFAIR GAMES-1995

Full Set (517 cards)	\$300.00	350.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

CHICAGO EXPANSION

MAYFAIR GAMES-1996

Full Factory Set (120 cards)	\$14.00	16.00
Starter Dual Deck (120 cards)	14.00	16.00
Starter Box (6 dualdecks)	80.00	90.00

NEW YORK EXPANSION

MAYFAIR GAMES-1996

Starter Dual Deck (120 cards)	14.00	16.00
Starter Box (6 dualdecks)	80.00	90.00

SPELLFIRE

TSR-1994

Full 1st Ed. Set (445 cards including 25 booster exclusive cards)	\$150.00	225.00
1st Ed., Starter Dual (110 cards)	8.00	10.00
1st Ed., Starter Box (6 dual decks)	450.00	60.00
1st Ed., Booster Pack (15 cards)	1.25	1.50
1st Ed., Booster Box (36 packs)	40.00	50.00
Full No Ed. Set (400-Cans Only)		
No Ed., Starter Deck (55 cards)		
No Ed., Starter Box (10 decks)		
Full 2nd Edition Set (420 cards)	140.00	200.00
2nd Ed., Starter Deck (110 cards)	8.00	10.00
2nd Ed., Starter Box (6 duals)	45.00	60.00
2nd Ed., Booster Pack (15 cards)	1.50	1.75
2nd Ed., Booster Box (36 packs)	50.00	60.00

Full 3rd Edition Set (420 cards)	125.00	175.00
3rd Ed. Starter Deck (110 cards)	8.00	10.00
3rd Ed. Starter Box (6 dual decks)	45.00	60.00
3rd Ed. Booster Pack (15 cards)	1.25	1.75
3rd Ed. Booster Box (36 packs)	45.00	55.00
Full 4th Edition Set (520 cards)		
4th Ed. Starter Deck (55 cards, comes with one booster pack)	8.00	10.00
4th Ed. Starter Box (10 decks)	75.00	95.00
4th Ed. Booster Pack (12 cards)	2.25	2.75
4th Ed. Booster Box (36 packs)	72.00	90.00

Invisibility	R	1.50	2.50
Midnight Goddess of Magic	R	1.50	2.50
Potion of Firebreathing	R	1.50	2.50
Siege!	R	1.50	2.50
So-ut	R	1.50	2.50

SET 2-RAVENLOFT

TSR-1994

Full Set (100 cards)	\$80.00	110.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

SET 3-DRAGONLANCE

TSR-1994

Full Set (100 + 25 Chase cards)	\$75.00	100.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

SET 4-FORGOTTEN REALMS

TSR-1994

Full Set (100 + 25 Chase cards)	\$90.00	130.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SET 5-ADV. DUNGEONS & DRAGONS ARTIFACTS

TSR-1995

Full Set (100 + 20 Chaos cards)	\$75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SET 6-ADV. DUNGEONS & DRAGONS POWERS

TSR-1995

Full Set (100 + 20 Chase cards)	\$75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SET 7-UNDERDARK

TSR-1995

Full Set (100 + 25 Chase cards)	\$75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00



SPELLFIRE-RUNES & RUINS-PHOEBUS THE LIZARD MAN

SET 8-RUNES & RUINS

TSR-1996

Full Set (100 + 25 Chase cards)	\$75.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

SET 9-BIRTHRIGHT

TSR-1996

Full Set (100 + 25 Chase cards)	\$75.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

SET 10-DRACONOMICON

TSR-1996

Full Set (100 + 25 Chase cards)	\$75.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (40 packs)	80.00	95.00

STAR OF THE GUARDIANS

MAG FORCE 7-1995

Full Set (285 cards)	\$100.00	150.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	80.00	100.00
Booster Pack (14 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

STAR QUEST: THE REGENCY WARS

COMIC IMAGES-1995

Full Set (325 cards)	\$250.00	375.00
Starter Deck (53 cards)	8.00	10.00
Starter Box (10 decks)	90.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	85.00	100.00

STAR TREK

FLEER/SKYBOX-1996

Full Set (308 cards)		
Starter Deck (65 cards)	8.00	10.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	75.00	110.00

STAR TREK: THE NEXT GENERATION LIMITED

DECEPHER-1994

Full Set (363 cards)	\$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	300.00
Booster Pack (15 cards)	8.00	12.00
Booster Box (36 packs)	250.00	400.00
Unlisted Common cards	.15	.50
Unlisted Common Personnel cards	.75	1.50

Cards are black-bordered.

Albert Einstein	R	5.00	8.00
Alexander Rozhenko	U	1.25	2.00
Alidar Jarok	R	5.00	8.00
Alien Groupie	R	3.50	5.00
Alien Parasites	U	1.50	2.50
Alien Probe	U	1.50	2.50
Alyanna Nechayev	R	4.00	6.00
Alyssa Ogawa	U	1.25	2.00
Amanda Rogers	U	1.50	2.50
Amorie	U	1.25	2.00
Ancient Computer	R	8.00	12.00
Anti-Time Anomaly	R	6.00	10.00
Armus-Skin of Evil	R	8.00	12.00
Auto-Destruct Sequence	C	1.50	2.50
Avert Disaster	R	4.00	6.00
Ba'el	U	2.25	3.00
B'Etor	R	10.00	15.00
Barclay's Protoplasmic Disease	R	6.00	10.00
Betazoid Gift Box	R	8.00	12.00
Beverly Crusher	R	18.00	25.00
Bochra	U	2.25	3.00
Bok	U	1.25	2.00
Borg Ship	R	12.00	20.00
Bynars Weapon Enhancement	R	7.00	10.00
Cloaked Mission	U	1.50	2.50
Cosmic String Fragment	U	1.25	2.00
Crosis	R	8.00	12.00
Crystalline Entity			

Genetronic Replicator	U	2.25	3.00
Geordi La Forge	R	18.00	25.00
Goddess of Empathy	R	5.00	8.00
Gowron	R	12.00	18.00
Gravitic Mine	U	1.50	2.50
Haakona	R	8.00	12.00
Hannah Bates	U	1.25	2.00
Holo-Projectors	U	1.25	2.00
Hologram Ruse	U	1.50	2.50
Honor Challenge	R	5.00	8.00
Horga'hn	R	12.00	18.00
Hugh	R	12.00	18.00
Hunt for DNA Program	R	3.50	5.00
Husnock Ship	U	2.25	3.00
Hyper-Aging	U	1.50	2.50
I.K.C. Bortas	R	8.00	10.00
I.K.C. Buruk	R	7.00	10.00
I.K.C. Hagh'ta	R	7.00	10.00
I.K.C. K'Vort	C	1.50	2.50
I.K.C. Pagh	R	7.00	10.00
I.K.C. Qu'Vat	R	7.00	10.00
Iconia Investigation	R	3.50	5.00
Incoming Message—Federation	U	3.25	4.00
Incoming Message—Klingon	U	2.25	3.00
Incoming Message—Romulan	U	2.25	3.00
Interphase Generator	R	8.00	12.00
Investigate Alien Probe	R	4.00	6.00
Investigate Disappearance	R	4.00	6.00
Investigate Disturbance	R	4.00	6.00
Investigate Massacre	R	4.00	6.00
Investigate Raid	R	3.50	5.00
Investigate Rogue Comet	R	3.25	4.00
Investigate "Shattered Space"	R	3.50	5.00
Investigate Sighting	R	2.50	3.50
Investigate Time Continuum	R	3.50	5.00
Ishara Yar	U	2.25	3.00
Jaglon Shrek—Info Broker	R	5.00	8.00
Jean-Luc Picard	R	40.00	60.00
Jenna D'Sora	U	1.50	2.50
Jo'Bril	U	1.25	2.00
Kahlless	R	6.00	10.00
Kargon	R	5.00	8.00
K'Ehleyr	R	7.00	10.00
Kell	U	1.50	2.50
Kevin Uxbridge	U	1.50	2.50
Khazara	R	8.00	12.00
Khitomer Research	R	3.50	5.00
Kivas Fajo—Collector	U	2.25	3.00
Klingon Death Yell	R	6.00	10.00
Koroth	U	1.50	2.50
Korris	U	1.50	2.50
Ktarian Game	R	4.00	6.00
Kurak	R	5.00	8.00
Kurlan Naikos	R	8.00	12.00
Kurn	R	7.00	10.00
K'Vada	U	1.25	2.00
L'Kar	U	1.25	2.00
Leah Brahms	R	5.00	8.00
Life-Form Scan	U	1.50	2.50
Lore Returns	R	8.00	12.00
Lore's Fingernail	R	7.00	10.00
Lursa	R	10.00	15.00
Lwaxanna Troi	R	8.00	12.00
McKnight	C	1.50	2.50
Medical Relief	R	3.50	5.00
Medical Tricorder	C	1.25	2.00
Mendak	R	6.00	10.00
Mercenary Ship	C	2.25	3.00
Mirok	U	1.50	2.50
Morgan Bateson	R	5.00	8.00
Mot the Barber	U	1.50	2.50
Movar	U	1.50	2.50
Nagilum	R	6.00	8.00
Nank	C	2.25	3.00
Near-Warp Transport	U	1.25	2.00
Neela Daren	R	8.00	12.00
Neural Servo Device	U	1.50	2.50
New Contact	R	3.50	5.00
Nikolai Rozhenko	U	1.50	2.50
Nitrium Metal Parasites	U	2.25	3.00
Norah Satie	U	1.50	2.50
Nu'Daq	U	1.50	2.50
Null Space	U	1.50	2.50
Nutritional Shields	U	1.25	2.00
N'Vek	U	1.25	2.00
Oceit	U	2.25	3.00
Pardek	U	2.25	3.00
Parem	U	1.50	2.50
Pegasus Search	R	3.50	5.00
Pi	R	5.00	8.00
Plunder Site	U	1.50	2.50
Portal Guard	U	1.25	2.00
Q	R	10.00	15.00
Q2	U	3.50	5.00
Radioactive Garbage Scow	U	1.50	2.50
Raise the Stakes	U	1.25	2.00

Rebel Encounter	U	1.50	2.50
Reginald Barclay	R	8.00	12.00
Relief Mission	C	1.25	2.00
REM Fatigue Hallucinations	U	2.25	3.00
Restore Errant Moon	U	2.25	3.00
Richard Galen	R	5.00	8.00
Riva	U	1.50	2.50
Ro Laren	R	8.00	12.00
Roga Danar	R	10.00	15.00
Sarek	R	10.00	15.00
Sarjenka	R	4.00	6.00
Sarthong Plunder	R	3.25	4.00
Satelk	R	7.00	10.00
Secret Salvage	U	1.50	2.50
Seek Life-form	R	3.50	5.00
Sela	R	10.00	15.00
Shaka, When the Walls Fell	U	1.50	2.50
Shelby	R	7.00	10.00
Sir Isaac Newton	R	8.00	12.00
Sirna Kolrami	U	1.50	2.50
Soren	U	1.50	2.50
Strategic Diversion	U	1.25	2.00
Study "Hole in Space"	R	3.25	4.00
Study Lonka Pulsar	R	3.50	5.00
Study Nebula	R	3.50	5.00
Supernova	R	7.00	10.00
Survey Mission	R	4.00	6.00
Taibak	U	1.25	2.00
Tam Elbrun	R	6.00	10.00
Tarellian Plague Ship	U	1.50	2.50
Tasha Yar	R	10.00	15.00
Tebok	U	1.25	2.00
Telepathic Alien Kidnappers	U	2.25	3.00
Temporal Causality Loop	R	4.00	6.00
Temporal Rift	U	1.50	2.50
Test Mission	C	1.25	2.00
Thomas Riker	R	12.00	18.00
Thought Maker	R	10.00	15.00
Time Travel Pod	R	5.00	8.00
Tokath	U	1.50	2.50
Tomalak	R	7.00	10.00
Toq	U	1.25	2.00
Torak	U	1.50	2.50
Toral	U	1.25	2.00
Toreth	R	6.00	10.00
Tox Uhat	R	8.00	12.00
T'Pan	U	1.50	2.50
Transwarp Conduit	U	1.25	2.00
Traveler, The: Transcendence	U	2.25	3.00
Tsiolkovsky Infection	R	4.00	6.00
Two-Dimensional Creatures	U	2.25	3.00
U.S.S. Brittain	R	8.00	12.00
U.S.S. Enterprise	R	30.00	50.00
U.S.S. Excelsior	C	1.50	2.50
U.S.S. Galaxy	C	1.50	2.50
U.S.S. Hood	R	8.00	12.00
U.S.S. Phoenix	R	8.00	12.00
U.S.S. Sutherland	U	2.50	3.50
U.S.S. Yamato	R	8.00	12.00
Vagh	U	1.50	2.50
Varon-T Disruption	R	8.00	12.00
Vash	R	8.00	10.00
Vulcan Mindmeld	U	1.25	2.00
Vulcan Stone of Gal	R	12.00	18.00
Warp Core Breach	R	3.50	5.00
Wesley Crusher	R	18.00	25.00
William T. Riker	R	18.00	30.00
Wind Dancer	R	4.00	6.00
Worf	R	20.00	30.00
Wormhole Negotiations	R	4.00	6.00

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER-1995	
Full Set (363 cards)	\$225.00 ... 300.00
Starter Deck (60 cards)	7.00 ... 10.00
Starter Box (12 decks)	80.00 ... 110.00
Booster Pack (15 cards)	2.50 ... 3.00
Booster Box (36 packs)	80.00 ... 100.00

Cards are white-bordered.

Single cards are worth 25 to 35% of limited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER-1995	
Full Set (122 cards)	\$70.00 ... 100.00
Booster Pack (15 cards)	2.75 ... 3.25
Booster Box (36 packs)	90.00 ... 110.00
Unlisted Common cards	.0530
Unlisted Common Personnel cards	.50 ... 1.50
Unlisted Uncommon cards	1.00 ... 2.50
Berlingoff Rasmussen	R ... 3.00 ... 5.00
Beverly Picard	R ... 9.00 ... 12.00
Brute Force	R ... 7.00 ... 10.00
Coelescent Organism	R ... 3.00 ... 5.00

Commander Tomalak	R	3.00	5.00
Compromised Mission	R	4.00	6.00
Cryosatellite	R	7.00	10.00
Data's Head	R	5.00	8.00
Dathon	R	3.00	5.00
Decius	R	6.00	9.00
Devidian Doorway	R	8.00	12.00
Diplomatic Conference	R	3.00	5.00
Echo Papa 607 Killer Drone	R	4.00	6.00
Eda Vessel	R	6.00	8.00
FGC-47 Research	R	7.00	10.00
Fissure Research	R	3.00	5.00
Future Enterprise	UR	40.00	70.00
Gomtuu	R	6.00	9.00
Governor Worf	R	10.00	15.00
I.K.C. Fek'Ihr	R	4.00	6.00
Ian Andrew Troi	R	3.00	5.00
Icanian Gateway	R	7.00	10.00
Interrogation	R	3.00	5.00
Jack Crusher	R	3.00	5.00
K'mtor	R	3.00	5.00
Lakanta	U	2.00	4.00
Lt. (j.g.) Picard	U	3.00	5.00
Major Rakal	R	3.00	5.00
Ophidian Cone	R	3.00	5.00
Quash Conspiracy	R	4.00	6.00
Rachel Garrett	R	3.00	5.00
Receptacle Stones	R	3.00	5.00
Ressikan Flute	R	3.00	5.00
Reunion	R	7.00	10.00
Revolving Door	R	3.00	5.00
Risa Shore Leave	R	3.00	5.00
Samuel Clemens' Pocketwatch	R	6.00	9.00
Seize Wesley	R	4.00	7.00
Stefan DeSeve	R	4.00	6.00
Tasha Yar-Alternate	R	4.00	7.00
U.S.S. Enterprise-C	R	10.00	15.00
Vorgon Raiders	R	3.00	5.00
Warped Space	R	3.00	5.00
Wartime Conditions	R	3.00	5.00



STAR WARS—LIMITED EDITION—DEATH STAR TROOPER

STAR WARS—LIMITED EDITION

DECIPHER-1995	
Full Set (324 cards)	\$350.00 ... 450.00
Starter Deck (60 cards)	9.00 ... 10.00
Starter Deck Box (10 decks)	90.00 ... 100.00
Booster Pack (15 cards)	3.00 ... 3.50
Booster Box (36 packs)	95.00 ... 120.00
Unlisted Common cards	10 ... 40

Cards are black-bordered.

A Disturbance in the Force	U	1.50	2.50
Admiral Motti	R	2.00	4.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	1.00	2.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	2.00	4.00
A Tremor in the Force	U	1.50	2.50
Bantha	U	1.00	2.00
Beggar	R	4.00	6.00
Beru Lars	U	1.00	2.00
Beru Stew	U	1.00	2.00
Biggs Darklighter	R	5.00	8.00
Black 2	R	4.00	6.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blastor Rack	U	1.50	2.50
Blastor Scope	U	1.50	2.50

Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	4.00	6.00
BoShek	U	1.50	2.50
C-3PO	R	18.00	35.00
Collar	U	1.00	2.00
Contina Brawl	R	4.00	6.00
Charming to the Last	R	2.00	4.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	4.00	6.00
Colonel Wulff Yularen	U	1.50	2.50
Commander Praji	U	1.00	2.00
Corellian Corvette	U	1.00	2.00
Crash Site Memorial	U	1.50	2.50
Dantooine	U	1.50	2.50
Dantooine	U	1.50	2.50
Dark Collaboration	R	4.00	6.00
Dark Hours	U	1.00	2.00
Dark Jedi Lightsaber	U	1.50	2.50
Dark Jedi Presence	R	4.00	6.00
Darth Vader	R	25.00	50.00
Dathcha	U	1.50	2.50
Death Star: Central Core	U	1.00	2.00
Death Star: DBCR	U	1.00	2.00
Death Star: Lvl 4 Mil. Corr.	U	1.50	2.50
Death Star Plans	R	4.00	6.00
Death Star Sentry	U	1.50	2.50
Death Star: Trash Comp.	U	1.50	2.50
Death Star: War Room	U	1.00	2.00
Demotion	R	2.00	4.00
Devastator	R	10.00	18.00
Dice Ibegon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Djas Puhr	R	2.00	4.00
Don't Get Cocky	R	4.00	6.00
Dr. Evazan	R	4.00	7.00
DS-61-2	U	1.50	2.50
DS-61-3	R	4.00	6.00
Dutch	R	5.00	8.00
EG-6	U	1.00	2.00
Elis Helrot	U	1.00	2.00
Emergency Deployment	U	1.50	2.50
Empire's Back, The	U	1.50	2.50
Escape Pod	U	1.00	2.00
Evacuate?	U	1.00	2.00
Expand the Empire	R	4.00	6.00
Eyes in the Dark	U	1.50	2.50
Fear Will Keep Them In Line	R	2.00	4.00
Feltpren Trevagg	U	1.50	2.50
Figrin D'an	U	1.00	2.00
5D6-RA-7	R	4.00	6.00
Force is Strong With this One	R	2.00	4.00
Full Scale Alert	U	1.00	2.00
Full Throttle	R	2.00	4.00
Garindan	R	2.00	4.00
General Dodonna	U	1.50	2.50
General Tagge	R	3.00	5.00
Gift of the Mentor	R	4.00	6.00
Gold 1	R	2.00	4.00
Gold 5	R	2.00	4.00
Grand Moff Tarkin	R	10.00	18.00
Gravel Storm	U	1.00	2.00
Han's Back	U	1.00	2.00
Han's Heavy Blaster Pistol	R	4.00	7.00
Han Seeker	R	3.00	5.00
Han Solo	R	20.00	40.00
Help Me Ob			



price guide

Lieutenant Tanbris	U	1.00	2.00
Light Repeating Blaster Rifle	R	4.00	6.00
Lightsaber Proficiency	R	5.00	8.00
Limited Resources	U	1.00	2.00
Local Trouble	R	4.00	6.00
Lone Pilot	R	2.00	4.00
Lone Warrior	R	2.00	4.00
Look Sir, Droids	R	4.00	7.00
LUKE! LUUKE!	U	1.50	2.50
Luke Seeker	R	3.00	5.00
Luke's Back	U	1.00	2.00
Luke Skywalker	R	20.00	40.00
Luke's X-34 Landspeeder	U	1.50	2.50
Mantellian Savrip	R	2.00	4.00
M'iiyoom Onith	U	1.00	2.00
Millennium Falcon	R	15.00	25.00
Molator	R	4.00	6.00
Momaw Nadon	U	1.00	2.00
Moment of Triumph	R	2.00	4.00
Move Along	R	4.00	6.00
MSE-6 "Mouse" Droid	U	1.50	2.50
Myo	R	2.00	4.00
Nabrun Leids	U	1.00	2.00
Nevor Yalnal	R	2.00	4.00
Nightfall	U	1.50	2.50
Noble Sacrifice	R	2.00	4.00
Obi-Wan Kenobi	R	18.00	35.00
Obi-Wan's Cape	R	4.00	7.00
Obi-Wan's Lightsaber	R	4.00	7.00
Observation Holocam	U	1.00	2.00
On the Edge	R	2.00	4.00
Organa's Cer. Necklace	R	4.00	6.00
Our Most Desperate Hour	R	4.00	6.00
Out of Nowhere	U	1.00	2.00
Owen Lars	U	1.50	2.50
Panic	U	1.50	2.50
Physical Choke	R	4.00	6.00
Plastoid Armor	U	1.00	2.00
Panda Baba	U	1.50	2.50
Pops	U	1.50	2.50
Presence of the Force	R	4.00	6.00
Prophetess	U	1.50	2.50
Quad Laser Cannon	U	1.50	2.50
Reactor Terminal	U	1.00	2.00
Rebel Planners	R	2.00	4.00
Red Leader	R	4.00	6.00
Red 1	U	1.50	2.50
Red 3	R	2.00	4.00
Restricted Deployment	U	1.50	2.50
Return of a Jedi	U	1.00	2.00
Revolution	R	4.00	6.00
Rycor Ryjerd	U	1.50	2.50
Sandcrawler	R	3.00	5.00
Sandcrawler	R	3.00	5.00
Send a Detachment Down	R	4.00	6.00
Sense	U	1.50	2.50
Sense	U	1.50	2.50
Skywalkers	R	4.00	7.00
Solo Han	R	3.00	5.00
Spaceport Speeders	U	1.00	2.00
Special Modifications	U	1.50	2.50
Sunsetdown	U	1.50	2.50
Tactical Re-Call	R	2.00	4.00
Tagge Seeker	R	2.00	4.00
Targeting Computer	U	1.50	2.50
Tarkin Seeker	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Lars' Moisture Farm	U	1.00	2.00
Tatooine: Mos Eisley	U	1.00	2.00
Tatooine: Obi-Wan's Hut	R	4.00	6.00
Thank the Maker	R	2.00	4.00
This is All Your Fault	U	1.50	2.50
TIE Advanced x1	U	1.00	2.00
TIE Fighter	C	.50	.75
Tonnika Sisters	R	4.00	6.00
Traffic Control	U	1.00	2.00
Trinto Duaba	U	1.50	2.50
Trooper Charge	U	1.00	2.00
Turbolaser Battery	R	2.00	4.00
Tusken Breath Mask	U	1.50	2.50
2X-3KPR	U	1.50	2.50
Utinni!	R	4.00	6.00
Utinni!	R	4.00	6.00
Vader's Custom TIE	R	5.00	8.00

Vader's Eye	R	4.00	7.00
Vader's Lightsaber	R	8.00	12.00
Warrior's Courage	R	2.00	4.00
We're All Gonna... Thinner!	R	4.00	6.00
WED-9-M1 Bantha Droid	R	2.00	4.00
WED15-1662 Treadwell Drd.	R	2.00	4.00
Wioslea	U	1.50	2.50
Wrong Turn	U	1.50	2.50
Wuher	U	1.00	2.00
Yavin 4: Jungle	U	1.00	2.00
Yavin 4: Massasi War Rm.	U	1.00	2.00
Yavin 4: Massasi Throne Rm.	R	4.00	6.00
Yavin Sentry	U	1.00	2.00
Yerka Mig	U	1.50	2.50
Your Eyes Can Deceive You	U	1.50	2.50
Your Powers... Old Man	R	4.00	6.00

STAR WARS-UNLIMITED EDITION

PARKER BROTHERS/DECIPHER-1996

Full Set (330 cards including 6 new, exclusive cards)		\$300.00	400.00
Starter Dual Deck (120 cards)		18.00	20.00
Starter Box (5 dual decks)		90.00	100.00
Booster Pack (15 cards)		3.00	3.50
Booster Box		NOT AVAILABLE	

(Booster Packs are found one per dual deck.)
Cards are white-bordered.

A NEW HOPE EXPANSION

DECIPHER-1996

Full Set (162 cards)			
Booster Pack (15 cards)		2.50	3.50
Booster Box (36 packs)		75.00	110.00

SUPER DECK!

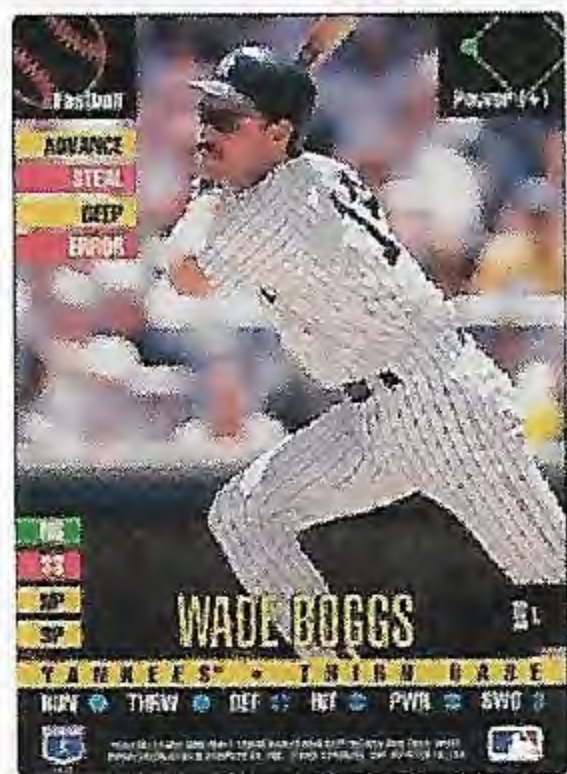
CARD SHARKS-1994

Full Set (160 cards)		\$30.00	50.00
Starter Deck (60 cards)		3.00	5.00
Starter Box (10 decks)		30.00	50.00

SUPER NOVA

HEARTBREAKER HOBBIES-1995

Full Set (165 cards)		\$40.00	60.00
Booster Pack (18 cards)		2.75	3.25
Booster Box (36 packs)		90.00	110.00



TOP OF THE ORDER-WADE BOGGS

TOP OF THE ORDER

DONRUSS-1995

Full Set (336 cards)		\$200.00	300.00
Starter Deck (80 cards)		7.00	10.00
Starter Dual Deck (160 cards)		14.00	20.00
Starter Box (5 dual decks)		70.00	100.00
Booster Pack (12 cards)		2.00	2.50
Booster Box (36 packs)		70.00	85.00
Unlisted Very Common cards		.05	.20
Unlisted Common cards		.15	.75
Unlisted Uncommon cards		.75	2.00
Unlisted Rare cards		1.50	3.50

Alomar, Roberto	R	5.00	8.00
Baerga, Carlos	R	4.00	6.00
Bagwell, Jeff	U	2.50	4.00
Belle, Albert	R	8.00	12.00
Bichette, Dante	R	2.50	4.00
Boggs, Wade	R	3.00	4.00
Bonds, Barry	R	6.00	8.00
Conseco, Jose	U	1.50	2.50
Carter, Joe	R	2.50	4.00
Clark, Will	R	2.50	4.00
Clemens, Roger	U	.75	1.50

Edmonds, Jim	R	2.50	4.00
Fielder, Cecil	U	1.25	2.50
Glavine, Tom	U	1.50	2.50
Gonzalez, Juan	C	.75	1.50
Griffey, Ken Jr.	R	12.00	20.00
Gwynn, Tony	R	5.00	8.00
Johnson, Randy	R	3.00	5.00
Jones, Chipper	C	6.00	8.00
Justice, David	R	2.50	4.00
Karros, Eric	R	2.00	3.00
Klesko, Ryan	U	2.00	3.00
Knoblauch, Chuck	R	2.00	3.00
Larkin, Barry	R	2.00	3.00
Lofton, Kenny	R	5.00	8.00
Maddux, Greg	R	12.00	20.00
Martinez, Edgar	R	2.00	4.00
Mattingly, Don	R	7.00	10.00
McGriff, Fred	R	3.00	5.00
McGwire, Mark	R	2.50	4.00
Molitor, Paul	C	.75	1.50
Mondesi, Raul	R	3.00	5.00
Murray, Eddie	R	2.00	3.00
Mussina, Mike	U	1.50	2.50
Nomo, Hideo	R	6.00	8.00
Piazza, Mike	R	6.00	10.00
Puckett, Kirby	R	5.00	7.00
Ramirez, Manny	R	6.00	9.00
Ripken, Cal	R	12.00	20.00
Rodriguez, Alex	C	1.50	2.50
Salmon, Tim	R	2.00	3.00
Sanders, Deion	R	2.50	4.00
Sanders, Reggie	R	2.00	3.00
Sheffield, Gary	R	2.00	3.00
Smith, Ozzie	U	2.00	3.00
Smoltz, John	R	3.00	5.00
Sosa, Sammy	R	2.00	3.00
Thomas, Frank	R	12.00	20.00
Thome, Jim	R	3.00	5.00
Vaughn, Mo	R	4.00	6.00
Walker, Larry	R	2.00	3.00
Williams, Matt	R	4.00	6.00

TOWERS IN TIME

THUNDER CASTLE GAMES-1995

Full Set (150 cards)		\$90.00	150.00
Starter Deck (55 cards)		7.00	8.00
Starter Box (12 decks)		65.00	80.00
Booster Pack (8 cards)		1.25	1.75
Booster Box (60 packs)		75.00	100.00



ULTIMATE COMBAT-SPINNING ROUND KICK

ULTIMATE COMBAT!

ULTIMATE GAMES-1995

Full Set (266 cards)		\$100.00	175.00
Starter Deck (60 cards)		7.00	9.00
Starter Box (10 decks)		70.00	90.00
Booster Pack (15 cards)		2.00	3.00
Booster Box (36 packs)		70.00	90.00

THE ANCIENT FIGHTING ARTS OF CHINA

ULTIMATE GAMES-1995

Full Set (138 cards)		\$60.00	100.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		80.00	95.00

VAMPIRE: THE ETERNAL STRUGGLE

WIZARDS OF THE COAST-1995

Full Set (436 cards)		\$225.00	300.00
Starter Deck (76 cards)		8.00	10.00
Starter Box (10 decks)		80.00	100.00

Booster Pack (19 cards)		2.50	3.00
Booster Box (36 packs)		75.00	90.00

DARK SOVEREIGNS EXPANSION

WIZARDS OF THE COAST-1995

Full Set (173 cards)		\$90.00	125.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	85.00

ANCIENT HEARTS EXPANSION

WIZARDS OF THE COAST-1996

Full Set (179 cards)		\$90.00	125.00
Booster Pack (12 cards)		2.00	2.25
Booster Box (45 packs)		80.00	95.00

WILDSTORMS

WILDSTORM PRODUCTIONS-1995

Full Set (315 cards)		\$250.00	350.00
Starter Deck (60 cards)		7.00	9.00
Starter Box (12 decks)		75.00	95.00
Booster Pack (15 cards)		2.00	2.50
Booster Box (36 packs)		70.00	85.00

Lynch	R	8.00	12.00
Mysterious Disappearance	R	8.00	12.00
Old Rivalry Resurfaces	R	6.00	10.00
Pitt	R	8.00	12.00
Second Wind	R	4.00	8.00

CONFLICT! EXPANSION

WILDSTORM PRODUCTIONS-1996

Full Set (150 cards)		\$80.00	100.00
Booster Pack (15 cards)		2.00	2.25
Booster Box (36 packs)		70.00	80.00

Angela	UR	10.00	15.00
Ash	UR	8.00	12.00
Avengelyne	UR	10.00	15.00
Caitlin Fairchild	UR	10.00	15.00
Coda Voodoo	UR	8.00	12.00
Glory	UR	8.00	12.00
Homage Studios	UR	8.00	12.00
Mindblast	R	5.00	8.00
Rainmaker	UR	8.00	12.00
Recharging The Deck	R	4.00	7.00
Roxy "Freefall"	UR	10.00	15.00
Timeline Manipulator	R	5.00	8.00

WING COMMANDER

MAG FORCE 7-1995

Full Set (300 cards)		\$125.00	175.00
Starter Deck (65 cards)		7.00	9.00
Starter Box (12 decks)		80.00	100.00
Booster Pack (15 cards)		2.00	3.00
Booster Box (36 packs)		70.00	100.00

WYVERN

U.S. GAMES SYSTEMS-1994

Full Premiere Set (135 cards)		\$300.00	400.00
Full Limited Set (239 cards)		350.00	450.00
Full Kingdom Edition (277 cards; #240-277 are Phoenix Starter Deck exclusives)			

Starter Deck (60 cards)		7.00	9.00
Starter Box (12 decks)		75.00	110.00
Booster Pack (15 cards)		2.00	3.00
Booster Box (36 packs)		75.00	110.00

All editions are same price.

Gold Card	UR	75.00	150.00
Silver Card	UR	40.00	60.00

PHOENIX EXPANSION

U.S. GAMES SYSTEMS-1995

Full Set (90 cards)		\$50.00	80.00
Booster Pack (8 cards)		1.25	1.75
Booster Box (60 packs)		85.00	95.00

CHAMELEON EXPANSION

U.S. GAMES SYSTEMS-1996

Full Set (90 cards)		50.00	80.00
Booster Pack (8 cards)	</		

INQUEST

checklist



ANTI-MAYHEM

PIONEER—1996
Full Set (305 cards)

- A.D. Police HQ U
- Afura Mann C
- Akane Tendo U
- Akane's Cooking R
- Akane's Rage R
- Ambulance C
- Angel of Mercy R
- Angry Schoolgirls R
- Armitage R
- Assassin Disguise U
- Assault-Shining Knight U
- Assisted Flight C
- Attack Pod C
- Auntie Saotome R
- Baby C
- Bad Reputation R
- Barbells C
- Bash-Broken Heart C
- Big Bug, The R
- Big Sucker Gas Slash U
- Brian J. Mason R
- Briefing C
- Bu-12B Cyberdroid C
- Bugrom Big Raid Medal of Victory C
- Bugrom Bridge Bashers C
- Bugrom Homeland C
- Bugrom Horde C
- Bugrom, Type 1 C
- Captured! C
- Cest Lavie C
- Chang Tiger Clan Ring R
- Charge-Scandal R
- Chief Servant Lords R
- Citadel, The R
- City of Floristica R
- Class C C
- Class C Female U
- Clean Livin' R
- Cleaning Supplies C
- Cloud Monster U
- Club-Stunning Smile C
- Combat Training C
- Crystal Tunnels, The C
- Cute Little Dolly C
- Cynthia Item U
- D.D. J1 Battlemover R
- Daihokusei & Daikakusei U
- Dailey Wong U
- Deception-Tied Up C
- Defense Minister Callahan U
- Demoneess Ifurita, The C
- Desert of Bleached White Bones C
- Desert Skimmer U
- Deserted Island U
- Detective Kiyone R
- Detective Mihoshi U
- Deva (the Bugrom Queen) C
- Dimensional Control Cube U
- Dimensional Hammer C
- Dimensional Sleep Chamber C
- Dimensional Vortex R
- Disguise Revealed U
- Dobermans C
- Dodge-Puppy Dog Eyes C
- Dr. Raven U
- Dr. Stingray C
- Equipment Breakdown U
- Everyone's After Me C
- F.G. Frederick (New) R
- Face Slam-Beautiful Queen U
- Fatora Disguise U
- 55-C Bodyguard Boomer C
- Fire Whip U
- 5 Yen Coin C

- | Name | Rarity |
|---|--------|
| <input type="checkbox"/> Floristica Marketplace | R |
| <input type="checkbox"/> Floristica Palace Room | U |
| <input type="checkbox"/> Flying Block | C |
| <input type="checkbox"/> Forceful Impact Disaster | C |
| <input type="checkbox"/> Funaho (The Holy Tree) | U |
| <input type="checkbox"/> Furinkan High School | C |
| <input type="checkbox"/> Galaxy Destroyer Control Unit | R |
| <input type="checkbox"/> Galaxy Destroyer | R |
| <input type="checkbox"/> Galaxy Police Flag | U |
| <input type="checkbox"/> Galaxy Police HQ | C |
| <input type="checkbox"/> Galaxy Police Laser Pistol | C |
| <input type="checkbox"/> Gas Attack-Incomparable Beauty | U |
| <input type="checkbox"/> GD-42 Crab Mech Major Disaster | C |
| <input type="checkbox"/> Genaros Station Location | U |
| <input type="checkbox"/> Gene Doubling | U |
| <input type="checkbox"/> Genma Saotome | U |
| <input type="checkbox"/> Genom Military Lab | R |
| <input type="checkbox"/> Genom Research Center | U |
| <input type="checkbox"/> Genom Tower | C |
| <input type="checkbox"/> Go Board | U |
| <input type="checkbox"/> Go Fish | U |
| <input type="checkbox"/> Hammer-Lover's Kiss | C |
| <input type="checkbox"/> Hand Computer | C |
| <input type="checkbox"/> Happosai | C |
| <input type="checkbox"/> Have A Nice Trip | C |
| <input type="checkbox"/> Hot Legs | C |
| <input type="checkbox"/> Hot Springs House | C |
| <input type="checkbox"/> Hungry Cabbit | C |
| <input type="checkbox"/> I'm Buyin' | C |
| <input type="checkbox"/> Ifurita's Tomb | R |
| <input type="checkbox"/> Interference | C |
| <input type="checkbox"/> Island Restaurant | R |



ANTI-MAYHEM-JAIL BREAK

- Jail Break C
- Jinnai's Bugrom Strike Squad U
- Jump R
- Jurai Battlesuit U
- Juraian Guardians U
- Juraian Royal Teardrop C
- Jusenkyo C
- K-12 Battlesuit Equipment U
- Kagato C
- Karumi and Natsumi C
- Kasumi C
- Katsuhiko Jinnai C
- Keys C
- Kick-Awfully Cute C
- Kirin R
- Kiriya U
- Kiriya, The Phantom Assassin U
- Knee Slam-Special Gift U
- Kodachi Kuno C
- Kodachi's School Dress R
- Lab Explosion C
- Lamp of Fire R
- Lamp of the Winds R
- Largo C
- Leon McNichol C
- Leon's Boomer Rifle R
- Leon's Missile Gun U
- Lingene C

- | Name | Rarity |
|---|--------|
| <input type="checkbox"/> Linna Yamazaki | C |
| <input type="checkbox"/> Linna's Hardsuit | U |
| <input type="checkbox"/> Lisa Vanett's Camera | R |
| <input type="checkbox"/> Lisa Vanett | R |
| <input type="checkbox"/> Little Washu | C |
| <input type="checkbox"/> Locked Gate | C |
| <input type="checkbox"/> Mackie Stingray | C |
| <input type="checkbox"/> Mackie's Battlesuit | R |
| <input type="checkbox"/> Maid Disguise | U |
| <input type="checkbox"/> Makoto Mizuhara | C |
| <input type="checkbox"/> Masaki Comes Visiting | C |
| <input type="checkbox"/> Masaki House | U |
| <input type="checkbox"/> Masaki Shrine | R |
| <input type="checkbox"/> Masaki Van | C |
| <input type="checkbox"/> Mass, Humanoid Form, The | R |
| <input type="checkbox"/> Mass, The | C |
| <input type="checkbox"/> Master Key | R |
| <input type="checkbox"/> Medical Disguise | U |
| <input type="checkbox"/> Medical Treatment | C |
| <input type="checkbox"/> Mega Motoslave | R |
| <input type="checkbox"/> Mihoshi's Driving | U |
| <input type="checkbox"/> Mihoshi's Mother Ship | R |
| <input type="checkbox"/> Military Disguise | U |
| <input type="checkbox"/> Misdirection | C |
| <input type="checkbox"/> Miss Hinako | R |
| <input type="checkbox"/> Miz Mishtal | U |
| <input type="checkbox"/> Mongoose Horn Whistle | U |
| <input type="checkbox"/> Mountain Man | C |
| <input type="checkbox"/> Mountain Sign Post | U |
| <input type="checkbox"/> Mousse (Duck) | R |
| <input type="checkbox"/> Mousse | R |
| <input type="checkbox"/> Mr. Masamichi Fujisawa | C |
| <input type="checkbox"/> Mr. Panda | R |
| <input type="checkbox"/> Mrs. Tendo's Cookbook | U |
| <input type="checkbox"/> Mt. Muldoon | C |



ANTI-MAYHEM-NABIKI TENDO

- Nabiki Tendo C
- Najato (Phantom Prince) U
- Nanami Jinnai U
- Nene Romanova C
- Nene's Hardsuit U
- Nobuki Inn R
- Okonomiyaki-Ukyo's Pizza R
- Old Woman C
- P-Chan U
- Palace Guards R
- Panic-Enchanted View R
- Paralyze-Captive U
- Parry-Handsome Lad C
- Pass Around C
- Pay Attention! R
- Peeping Disguise U
- Personal Training U
- Piece of Cake C
- Planet Jurai C
- Police Disguise R
- Possession R
- Possession R
- Power Chi R
- Power Gem U
- Power Gems R
- Power Grip C
- Power Key Staff R
- Pretty Sammy R
- Princess Ayeka U
- Princess Sasami U
- Principal Kuno C
- Priss & The Replicants U
- Priss Asagiri C
- Priss Live Concert Poster R
- Priss' Hardsuit U

- | Name | Rarity |
|---|--------|
| <input type="checkbox"/> Pruning Shears | C |
| <input type="checkbox"/> Punch-Lovely Hair | R |
| <input type="checkbox"/> Quincy | U |
| <input type="checkbox"/> Ranma Saotome (boy type) | C |
| <input type="checkbox"/> Ranma Saotome (girl type) | C |
| <input type="checkbox"/> Raven's Garage | R |
| <input type="checkbox"/> Red Tape | R |
| <input type="checkbox"/> Refreshing Drink | U |
| <input type="checkbox"/> Reika (Vision) Chang | R |
| <input type="checkbox"/> Relaxing Hot Springs | U |
| <input type="checkbox"/> Reload | C |
| <input type="checkbox"/> Restricted Area | C |
| <input type="checkbox"/> Reverse Attack | U |
| <input type="checkbox"/> Reversed World, The | R |
| <input type="checkbox"/> Ring of Water | R |
| <input type="checkbox"/> Royal Flying Barge | U |
| <input type="checkbox"/> Royal Librarian | R |
| <input type="checkbox"/> Royal Painting | R |
| <input type="checkbox"/> Royal Trees of Jurai (New) | U |
| <input type="checkbox"/> Ruined City, The | U |
| <input type="checkbox"/> Ryo-Oh's Seed | R |
| <input type="checkbox"/> Ryo-Ohki (Cabbit) | C |
| <input type="checkbox"/> Ryo-Ohki (Ship) | C |
| <input type="checkbox"/> Ryoga Hibiki | U |
| <input type="checkbox"/> Ryako | C |
| <input type="checkbox"/> Ryako's Prison Cave | R |
| <input type="checkbox"/> Ryugenzawa | U |
| <input type="checkbox"/> Sake Tub | C |
| <input type="checkbox"/> Satellite Strike | C |
| <input type="checkbox"/> Seito Bridge | C |
| <input type="checkbox"/> Servant E | U |
| <input type="checkbox"/> 7 Lucky Gods Martial Artists | R |
| <input type="checkbox"/> Sexaroid Data Disk | R |
| <input type="checkbox"/> Shaken Up-Singing Sensation | U |
| <input type="checkbox"/> Shampoo (Cat) | U |
| <input type="checkbox"/> Shampoo | U |
| <input type="checkbox"/> Shayla-Shayla | U |
| <input type="checkbox"/> Shi Chi Hokodan (Dragon's Roar Bullet) | C |
| <input type="checkbox"/> Shinonome High School | U |
| <input type="checkbox"/> Shuttle Crash | C |
| <input type="checkbox"/> Shuttlecraft | C |
| <input type="checkbox"/> Silky Doll, The | U |
| <input type="checkbox"/> Slam-Great Service | R |
| <input type="checkbox"/> Slap-Beautiful Redhead | C |
| <input type="checkbox"/> Smash-Stupefaction | U |
| <input type="checkbox"/> Soft Bath Towel | C |
| <input type="checkbox"/> Soja Guardians | C |
| <input type="checkbox"/> Space Pirate Attack | U |
| <input type="checkbox"/> Space Pirate Ryoko's Hideout | R |
| <input type="checkbox"/> Spotlight | R |
| <input type="checkbox"/> Spring of Arlman | C |
| <input type="checkbox"/> Spring of Life | U |
| <input type="checkbox"/> Spy Camera | R |
| <input type="checkbox"/> Stand Up Straight | C |
| <input type="checkbox"/> Stomp-Cool Dude | R |
| <input type="checkbox"/> Supreme Battle Aura | R |
| <input type="checkbox"/> Surveillance | R |
| <input type="checkbox"/> Survival Shot | C |
| <input type="checkbox"/> Sylvia Stingray | U |
| <input type="checkbox"/> Sylvia's Hardsuit | U |
| <input type="checkbox"/> Sylvie | R |
| <input type="checkbox"/> Tatewaki Kuno | U |
| <input type="checkbox"/> Taunt | C |
| <input type="checkbox"/> Teacher Disguise | C |
| <input type="checkbox"/> Telephone Pale | C |
| <input type="checkbox"/> Temporal Disturbance | R |
| <input type="checkbox"/> Tenchi Masaki | U |
| <input type="checkbox"/> Tenchi's Ultra Battlesuit | R |
| <input type="checkbox"/> Tendo Dojo | R |
| <input type="checkbox"/> 33-S Sexaroid | R |
| <input type="checkbox"/> This Device | U |
| <input type="checkbox"/> Tokimi | C |
| <input type="checkbox"/> Tokyo Mega Dome | C |
| <input type="checkbox"/> Toma | U |
| <input type="checkbox"/> Toma's Guards | C |
| <input type="checkbox"/> Toma's Palace | U |
| <input type="checkbox"/> Towed Vehicle | U |
| <input type="checkbox"/> Traffic Ticket | R |
| <input type="checkbox"/> Training Ground of Cursed Springs | C |
| <input type="checkbox"/> Training Partner | R |
| <input type="checkbox"/> Transmitter Bra | R |
| <input type="checkbox"/> Trap Door | U |
| <input type="checkbox"/> Tsunami | C |
| <input type="checkbox"/> Ukyo | R |
| <input type="checkbox"/> Ukyo's Restaurant | C |
| <input type="checkbox"/> Ura the Armor Cat | U |
| <input type="checkbox"/> USSD Military HQ | R |
| <input type="checkbox"/> Vision's Private Jet | R |
| <input type="checkbox"/> Washu | U |
| <input type="checkbox"/> Washu's Baby Formula | C |
| <input type="checkbox"/> Washu's Lab | U |
| <input type="checkbox"/> Washu's Space/Time Converter | R |
| <input type="checkbox"/> Water Kettle | C |
| <input type="checkbox"/> Water Spear | C |

ANTI-MAYHEM: MINDWORLD; LEGENDS OF THE MEGACORPORATION: SHARLEEN ANDERSON; TENDO:

1Q

checklists

- Wedding Invitation U
- Wedding Jewels C
- Wings of the Lighthawk R
- Wrath of the Eye of God C
- Yamato No Orochi U
- Yoiko-no-taiso Step 1 U
- Yukinojo U



LEGENDS OF THE FIVE RINGS—SHADOWLANDS

ALDERAC-1996

Full Set (155 - Includes all variants, deck and box exclusives)

The CL Rarity denotes that card is found in Clan Decks only.
The two Stronghold cards are on box backs only.

Name	Type	Rarity
<input type="checkbox"/> A Gift of Honor	Action	R
<input type="checkbox"/> A Stout Heart	Action	U
<input type="checkbox"/> Accessible Terrain	Action	C
<input type="checkbox"/> Ancient Spear of the Naga	Item	CL
<input type="checkbox"/> Another Time	Action	C
<input type="checkbox"/> Arrows from the Woods	Action	C
<input type="checkbox"/> Ashigaru	Follower	C
<input type="checkbox"/> Ashlim	Naga	U
<input type="checkbox"/> Balash	Naga	C
<input type="checkbox"/> Bayushi Aramoro	Scorpion	U
<input type="checkbox"/> Bayushi Goshu	Scorpion	U
<input type="checkbox"/> Bayushi Hisa	Scorpion	C
<input type="checkbox"/> Bayushi Kyoto	Scorpion	R
<input type="checkbox"/> Bayushi Supai	Follower	R
<input type="checkbox"/> Bayushi Tomaru	Scorpion	C
<input type="checkbox"/> Blood of Midnight	Spells	C
<input type="checkbox"/> Broken Sword of the Scorpion, The	Item	CL
<input type="checkbox"/> Call to Arms	Action	U
<input type="checkbox"/> Change of Loyalty	Action	R
<input type="checkbox"/> Code of Bushido, The	Action	U
<input type="checkbox"/> Confusion at Court	Action	C
<input type="checkbox"/> Contemplate the Void	Spells	C
<input type="checkbox"/> Corrupted Ground	Action	C
<input type="checkbox"/> Corrupted Iron Mine	Holding	C
<input type="checkbox"/> Court Jester	Action	U
<input type="checkbox"/> Crystal Arrow	Item	C
<input type="checkbox"/> Dark Divination	Spells	R
<input type="checkbox"/> Dark Oracle of Air	Holding	R
<input type="checkbox"/> Dark Oracle of Earth	Holding	R
<input type="checkbox"/> Dark Oracle of Fire	Holding	R
<input type="checkbox"/> Dark Oracle of Water	Holding	R
<input type="checkbox"/> Darkness Feeds	Action	R
<input type="checkbox"/> Dashmar	Naga	C
<input type="checkbox"/> Defend your Honor	Action	R
<input type="checkbox"/> Desperate Measures	Event	R
<input type="checkbox"/> Doji Hoturi	Crane	R
<input type="checkbox"/> Doji House Guard	Follower	U
<input type="checkbox"/> Doom of the Crab	Event	U
<input type="checkbox"/> Doom of the Crane	Event	U
<input type="checkbox"/> Doom of the Dragon	Event	U
<input type="checkbox"/> Doom of the Lion	Event	U
<input type="checkbox"/> Doom of the Naga	Event	U
<input type="checkbox"/> Doom of the Phoenix	Event	U
<input type="checkbox"/> Doom of the Scorpion	Event	U
<input type="checkbox"/> Doom of the Unicorn	Event	U
<input type="checkbox"/> Earthworks	Holding	C
<input type="checkbox"/> Enough Talk!	Action	U
<input type="checkbox"/> Evil Ward	Spells	U
<input type="checkbox"/> Falling Darkness, The	Event	R
<input type="checkbox"/> False Alliance	Action	R
<input type="checkbox"/> Festering Pit of Fu Leng, The	Holding	R
<input type="checkbox"/> Final Charge	Action	R
<input type="checkbox"/> Fire from Within	Spells	U
<input type="checkbox"/> Force of Will	Spells	C
<input type="checkbox"/> Forced March	Action	U
<input type="checkbox"/> Gambling House	Holding	C
<input type="checkbox"/> Garegosu no Bakemono	Follower	R
<input type="checkbox"/> Geisha House	Holding	C

Name Rarity



SHADOWLANDS-TETSUBO

<input type="checkbox"/> Goblin Shaman	Unaligned	C
<input type="checkbox"/> Gust of Wind	Spells	U
<input type="checkbox"/> Han-kyu	Item	U
<input type="checkbox"/> He's Mine	Action	C
<input type="checkbox"/> Hida House Guard	Follower	U
<input type="checkbox"/> Hida O-Ushi	Crab	R
<input type="checkbox"/> Hidden Temples of the Naga, The	Stronghold	CL
<input type="checkbox"/> Hiruma	Crab	U
<input type="checkbox"/> His Most Favored	Action	R
<input type="checkbox"/> Hooded Ronin, The	Unaligned	R
<input type="checkbox"/> Ikiryo	Follower	C
<input type="checkbox"/> Ikoma Kaaku	Lion	U
<input type="checkbox"/> Impassable Terrain	Action	C
<input type="checkbox"/> Imperial Levyng	Event	R
<input type="checkbox"/> Isawa Tadako	Phoenix	R
<input type="checkbox"/> Isha	Naga	C
<input type="checkbox"/> Jade Arrow	Item	U
<input type="checkbox"/> Jade Goblet	Item	U
<input type="checkbox"/> Kakita Torikago	Crane	C
<input type="checkbox"/> Kakita Yogoso	Crane	U
<input type="checkbox"/> Kitsu Mitsu	Lion	R
<input type="checkbox"/> Kalat Oyabun	Holding	U
<input type="checkbox"/> Kumo	Unaligned	C
<input type="checkbox"/> Laughing Monk, The	Monk	C
<input type="checkbox"/> Levy Troops	Action	U
<input type="checkbox"/> Momoru	Unaligned	U
<input type="checkbox"/> Mantis Bushi	Follower	R
<input type="checkbox"/> Mara	Naga	U
<input type="checkbox"/> Matsu Chokoku	Lion	C
<input type="checkbox"/> Matsu House Guard	Follower	U
<input type="checkbox"/> Minor Oni Servant	Follower	R
<input type="checkbox"/> Mirumoto Hitami	Dragon	U
<input type="checkbox"/> Mirumoto House Guard	Follower	U
<input type="checkbox"/> Mirumoto Taki	Dragon	C
<input type="checkbox"/> Mountain Goblin	Unaligned	C
<input type="checkbox"/> Nageteppe	Item	U
<input type="checkbox"/> Nameless One, The	Phoenix	U
<input type="checkbox"/> New Year's Celebration	Event	R
<input type="checkbox"/> Obsidian Hand, The	Item	R
<input type="checkbox"/> Obsidian Mirror	Item	R
<input type="checkbox"/> Oni no Ogon (ver. 1)	Unaligned	R
<input type="checkbox"/> Oni no Ogon (ver. 2)	Unaligned	U
<input type="checkbox"/> Oni no Sanru	Unaligned	U
<input type="checkbox"/> Otaku Kamaka	Unicorn	U
<input type="checkbox"/> Otaku Kojiro	Unicorn	R
<input type="checkbox"/> Pearl Bed	Holding	C
<input type="checkbox"/> Pennagolan	Unaligned	C
<input type="checkbox"/> Plague Zombies	Follower	C
<input type="checkbox"/> Plea of the Peasants	Action	U
<input type="checkbox"/> Porcelain Mask of Fu Leng	Item	R
<input type="checkbox"/> Qamar	Naga	R
<input type="checkbox"/> Rampant Plague	Event	R
<input type="checkbox"/> Ratling Conscripts	Follower	C
<input type="checkbox"/> Ratling Scavenger	Unaligned	C
<input type="checkbox"/> Ratling Thief	Unaligned	U
<input type="checkbox"/> Rising Sun, The	Event	R
<input type="checkbox"/> Ruined Fortress of the Scorpion, The	Stronghold	CL
<input type="checkbox"/> Setsuban Festival	Event	R
<input type="checkbox"/> Shabura	Naga	U
<input type="checkbox"/> Shadow Madness	Action	U
<input type="checkbox"/> Shadowlands Madmen	Follower	R
<input type="checkbox"/> Shadowlands Sickness	Action	U
<input type="checkbox"/> Shagara	Naga	C
<input type="checkbox"/> Shapeshifting	Spells	R
<input type="checkbox"/> Shiba House Guard	Follower	U
<input type="checkbox"/> Shiba Tetsu	Phoenix	C
<input type="checkbox"/> Shinjo House Guard	Follower	U
<input type="checkbox"/> Shinjo Tsuburo	Unicorn	C
<input type="checkbox"/> Shosuro Hometsu	Scorpion	CL
<input type="checkbox"/> Shosuro Taberu	Scorpion	U

Name Rarity

<input type="checkbox"/> Shosuro Toge	Scorpion	R
<input type="checkbox"/> Skeletal Archers	Follower	C
<input type="checkbox"/> Soshi Bontaro	Scorpion	C
<input type="checkbox"/> Stale Wind	Spells	U
<input type="checkbox"/> Stalemated Terrain	Action	C
<input type="checkbox"/> Strike at the Tail	Action	R
<input type="checkbox"/> Sympathetic Energies	Spells	C
<input type="checkbox"/> Temple of Bishamon	Holding	C
<input type="checkbox"/> Terrible Standard of Fu Leng	Item	R
<input type="checkbox"/> Test of Might	Action	C
<input type="checkbox"/> Tetsubo	Item	C
<input type="checkbox"/> Threat of War	Action	R
<input type="checkbox"/> Thunder Dragon	Unaligned	R
<input type="checkbox"/> Togashi Gaijutsu	Dragon	R
<input type="checkbox"/> Tomb of Jade	Spells	C
<input type="checkbox"/> Touch of Despair	Spells	R
<input type="checkbox"/> Touch of Fu Leng	Spells	R
<input type="checkbox"/> Turtle's Shell, The	Action	U
<input type="checkbox"/> Twist of Fate	Action	R
<input type="checkbox"/> Utter Defeat	Action	R
<input type="checkbox"/> Wakizashi	Item	C
<input type="checkbox"/> Warhorses	Item	C
<input type="checkbox"/> When Darkness Draws Near	Action	R
<input type="checkbox"/> Winning Kachiko's Favor	Action	R
<input type="checkbox"/> Wounded in Battle	Action	C
<input type="checkbox"/> Yasuki Nokatsu	Crab	C
<input type="checkbox"/> Yuki No Onna	Unaligned	C



MYTHOS-LEGENDS OF THE NECRONOMICON EXPANSION

CHAOSIUM-1996

Full Set (67 Cards)

- Abdul Alhazrad U
- Acrophobia C



LEGENDS OF THE NECRONOMICON-AHMED

<input type="checkbox"/> Ahmed	C
<input type="checkbox"/> Akhenaten's Tomb	R
<input type="checkbox"/> Al-Azhar University	R
<input type="checkbox"/> Alexandria Museum of Antiquities	C
<input type="checkbox"/> Book of Eibon-English	C
<input type="checkbox"/> Boston Globe	C
<input type="checkbox"/> Brotherhood of the Black Pharaoh	R
<input type="checkbox"/> Brown Jenkin	R
<input type="checkbox"/> Cairo Qahwa	C
<input type="checkbox"/> Camel	C
<input type="checkbox"/> Carl Stanford	R
<input type="checkbox"/> Chosen of Bast, The	C
<input type="checkbox"/> City Margue	C
<input type="checkbox"/> Command The Dead	C
<input type="checkbox"/> Consume Likeness	R
<input type="checkbox"/> Copp's Hill Burying Ground	R
<input type="checkbox"/> Create Bad Corpse Dust	C
<input type="checkbox"/> Create Gate	C
<input type="checkbox"/> Dhole	C
<input type="checkbox"/> Docks, The	C
<input type="checkbox"/> Eibon's Wheel of Mist	R
<input type="checkbox"/> Faraz Najir	C
<input type="checkbox"/> Great Temple of Karnak	R
<input type="checkbox"/> Grecian Lekythos	C
<input type="checkbox"/> Grivas Old And New Books	C

Name Rarity

<input type="checkbox"/> Hospital For The Insane	U
<input type="checkbox"/> Ibrahim Amin	C
<input type="checkbox"/> John Scott	U
<input type="checkbox"/> Joseph Curwen	R
<input type="checkbox"/> Kolil Kareem	C
<input type="checkbox"/> Keziah Mason	U
<input type="checkbox"/> Kitab Al-Azif-Arabic	U
<input type="checkbox"/> Lamp of Alhazrad	U
<input type="checkbox"/> Livre d'Ivon	U
<input type="checkbox"/> Make Money Fast!	U
<input type="checkbox"/> Mosque of Amr	C
<input type="checkbox"/> Mosque of Ibn Tulun	U



LEGENDS OF THE NECRONOMICON-MUMMY

<input type="checkbox"/> Mummy	C
<input type="checkbox"/> Muski, The	C
<input type="checkbox"/> Olaus Wormius	U
<input type="checkbox"/> Orme's Black	C
<input type="checkbox"/> Pickman's Apartment	R
<input type="checkbox"/> R'Iyeh Text-Chinese	R
<input type="checkbox"/> Remortification	R
<input type="checkbox"/> Resurrection	C
<input type="checkbox"/> Richard Upton Pickman	C
<input type="checkbox"/> Sand Dwellers	C
<input type="checkbox"/> Save The World!	C
<input type="checkbox"/> Secrets of the Silver Twilight	U
<input type="checkbox"/> Seeking Everlasting Life I	U
<input type="checkbox"/> Seeking Everlasting Life II	U
<input type="checkbox"/> Seven Cryptical Books of H'san-Chinese	R
<input type="checkbox"/> Sign of Barzai	C
<input type="checkbox"/> Silver Twilight Lodge	U
<input type="checkbox"/> Simon Orme	R
<input type="checkbox"/> Société Royale De Géographic D'égypte	C
<input type="checkbox"/> Sphinx, The	C
<input type="checkbox"/> Summon Great Cthulhu	R
<input type="checkbox"/> Sun Worshipper, The	U
<input type="checkbox"/> Surprise Meeting	C
<input type="checkbox"/> T.E. Lawrence	U
<input type="checkbox"/> Thomas F. Malone	C
<input type="checkbox"/> Tomb of The Prophet Daniel	R
<input type="checkbox"/> Tree of Sayede Mandura	C
<input type="checkbox"/> Valley of The Kings	U



WYVERN-CHAMELEON EXPANSION

U.S. GAMES SYSTEMS- 1996

Full Set (90 Cards)

AC	Action	DSA	Dragon Slayer Action
BA	Battle Action	TE	Terrain
DR	Dragon	TR	Treasure

<input type="checkbox"/> 1	Fu-Tsang-Lung	DR	R
<input type="checkbox"/> 2	Ai-Wa	DR	C
<input type="checkbox"/> 3	Mucilinda	DR	R
<input type="checkbox"/> 4	Chao-Fung	DR	C
<input type="checkbox"/> 5	Dragonfly	DR	C
<input type="checkbox"/> 6	Mixcoat	DR	R
<input type="checkbox"/> 7	Fire Drake	DR	U
<input type="checkbox"/> 8	Chi-Wen	DR	U
<input type="checkbox"/> 9	Ti-Lung	DR	C
<input type="checkbox"/> 10	Dragon of Nunnington	DR	U
<input type="checkbox"/> 11	Hege	DR	U

Name	Rarity
12 Dragon of Wells	DR U
13 Dragon of Deerhurst	DR U
14 Megalith	DR R
15 Oceanus	DR R
16 Sea Goat	DR U
17 Drachenfels	DR U
18 Helix	DR U
19 Ripplet	DR U
20 Lacustrian	DR U
21 Teuton	DR U
22 Kalahari	DR R
23 Riparian	DR R
24 Miasma	DR U
25 Bellerophon	DSA C
26 Argonauts	DSA C
27 Rustern	DSA C
28 Reclaimed Treasure	AC C
29 Sanctuary	AC C

Name	Rarity
82 Rebate	TR C
83 Precious Gems	TR C
84 Crooked Cauldron	TR C
85 Enchanted Mirror	TR C
86 Spoils of War	TR C
87 Serpent Lance	TR U
88 Runic Tablet	TR C
89 Hidden Gold	TR C
90 Flying Boulder	TR U

ANCIENT HEARTS

VAMPIRE-ANCIENT HEARTS CARD LIST

WIZARDS OF THE COAST-1996
Full Set (179 cards)

Abd al-Rashid	U
Absolution of the Diabolist	R
Aisha	U
Akhenaten, The Sun Pharaoh (Mummy)	R
Akrom	U
Al-Ashrad, Amr of Alamut	U
Alacrity	C
Alamut	R
Ambrosius, The Ferryman (Wraith)	R
Amisa	U
Anachronism	C
Ancestor's Talisman, The	C
Ankara Citadel, The	R
Arcanum Chapterhouse, Alexandria	R
Arcanum Investigator	C
Atonement	C
Backstab	R
Bang Nakh - Tiger's Claws	C
Beyond Reproach	R
Bindusara, Historian of the Kindred	U
Blood Agony	R
Blood Sweat	C
Blood Tears of Kephron	C
Blood to Water	C
Brachah	U
Burnt Offerings	R
Cairo Int'l Airport	R
Carthage Remembered	R
Catacombs	C
Children of Osiris	R
Clan Impersonation	C
Coagulate Blood	C
Command	R
Contract	C
Cornelius Ottavio	U
Corruption	C
Corruption's Purge	U
Covenant of Blood	C
Damaskenos, Herald of Leandro	U
Damned, The	C
Deadliest Sin, The	R
Death of My Conscience, The	R
Death Pact	U
Dedefra	U
Depravity	U
Disease	C
Dog Pack	R
Dreams of the Sphinx	R
Elder Impersonation	C
Elisabetto Romano	U
Erosion	R
Eyes of the Serpent	C
Faruq	U
Foreshadowing Destruction	C
Form of Corruption	R
Form of the Serpent	C
Foul Blood	R
Grand Temple of Set	R
Guardian Angel	C
Hadrian Garrick	U
Harika Guljan	U
Heart of Darkness	C
Heartblood of the Clan	R
Hidden Strength	C
Humanitas	U
Husamettin	U
Iliana	U
Illusions of the Kindred	U
Immaculate Vitae	C

Name	Rarity
Imperial Decree	C
Increased Strength	C
Invitation Accepted	U
Isabel de Leon	U
Island of Yiaros	R
Itzhak Levine	U
Jackal	R
Judah	U
Julius	U
Kali's Fang	R
Kalinda	U
Kanya Akhtar	U
Kemintiri	U
Kephamos, High Priest of Marrakech	U
Khabar: Community, The	C
Khabar: Honor, The	U
Khalil Anvari	U
Kherabutu	R
Kiss of Ra, The	R
Lalitha	U
Laurent de Valois	U
Lazar Dobrescu	U
Lure of the Serpent	R
Makarios, The Seducer	U
Malkavian Rider Clause	R
Marcellus	U
Marijawa Ghoul	U
Mario Giovanni	U
Mark of Damnation	C
Mark of the Damned	C
Market Square	R
Mass Reality	C
Mehemet of the Ahl-i-Batin	R
Melek	U
Memories of Mortality	R
Memory's Fading Glimpse	R
Mercy for the Weak	C
Might of the Camarilla	R
Mind Numb	C
Mireme Kobbada	U
Muaziz, Archon of Ulugh Beg	U
Mummify	R
Mummy's Tongue	U
Murat	U
Mustafa Rahman	U
Nakova, Advocate of Golconda	U
Nepota	U
Oath of Loyalty	R
Ohanna	U
Opium Den	C
Panagos Levidis	U
Parnassus	U
Parthenon, The	U
Path of Blood, The	C
Path of Typhon, The	C
Patrizia Giovanni, Collector of Secrets	U
Peace of Khetamon, The	C
Petru Sipos	U
Phobia	R
Portrait, The	R
Praxis Seizure: Athens	R
Praxis Seizure: Cairo	R
Praxis Seizure: Istanbul	R
Praxis Seizure: Monaco	R
Protect Thine Own	R
Purity of the Beast	R
Quietus	C
Radeyah	U
Rafaele Giovanni	U
Ravnos Carnival	R
Raziya Samater	U
Realm of the Black Sun, The	R
Redeem the Last Soul	R
Regilio, The Seeker of Akhenaten	U
Return to Innocence	R
Revelation of the Sire	C
Revocation of Tyre	U
Saqqaf, Keeper of the Grand Temple of Set	U
Sarisha Veliku	U
Scorpion Sting	C
Secret Library of Alexandria, The	R
Seeds of Corruption	R
Serpentis	C
Shadow of the Wolf	C
Signet of King Saul, The	R
Silence of Death	R
Sins of the Cauchemar	C
Spiridonas	U
Suhailah	U
Summon the Serpent	R
Tainted Vitae	R
Talag, The Immortal	R
Tansu Bekir	U
Taste of Death	C

Name	Rarity
Temple Hunting Ground	C
Temptation	R
Terrorists	R



ANCIENT HEARTS-TETMES, CALIF OF ALAMUT

Thetmes, Calif of Alamut	U
Tomb of Rameses III	R
Tongue of the Serpent	C
Treachery	R
Treaty of Tyre Enforced	U
Uncontrollable Rage	R
Underworld Hunting Ground	C
Vassilis, The Traitor of Don Cruz	U
Violation of Trust	C
Watenda	U
Weakness	R
Whispers from the Dead	C
Writ of Acceptance	C

CORRECTION:

Due to production difficulties at Flee/SkyBox, the *Star Trek: The Card Game* checklist which ran in issue #16 is incorrect. For an updated card list, see the upcoming *InQuest* players guide on the game.



CHAMELEON-ALL OR NOTHING

30 All or Nothing	AC U
31 Torrential Rains	AC C
32 Lost City	AC C
33 Golem	AC R
34 Grave Diggers	AC C
35 Stolen Equipment	AC C
36 Freya	AC C
37 Treasure Find	AC U
38 Gold Dig	AC C
39 Brain Drain	AC C
40 Windfall	AC C
41 Shifting Sands	AC C
42 Treasure Fire	AC C
43 Thunderbolt	AC C
44 Black Rainbow	AC C
45 Rainbow	AC C
46 Scorpion Men	BA C
47 Alberich	BA U
48 Horn of the Unicorn	BA C
49 Mental Domination	BA U
50 Spectral Shift	BA C
51 Flag of Truce	BA C
52 Deep Freeze	BA U
53 Royal Archers	BA C
54 Possession from Beyond	BA C
55 Nibelungs	BA C
56 Tower of Babel	BA C
57 Dwarven Legion	BA U
58 Thor's Hammer	BA C
59 Last Will and Testament	BA C
60 Lucky Strike	BA C
61 Sorcerer	RE R
62 Field of Gold	TE C
63 Arctic Winds	TE C
64 Poison Forest	TE C
65 Swamp of Lerne	TE C
66 Overgrown Monument	TE U
67 Waterfall	TE U
68 Oasis	TE U
69 Delta	TE U
70 Chaparral	TE R
71 Bracken	TE U
72 Shoal	TE U
73 Grotto	TE U
74 Crag	TE U
75 Nebula	TE U
76 Gold Market	TR C
77 Gold Vault	TR C
78 Master Ring	TR R
79 Ring of Power	TR R
80 Ring of Destiny	TR R
81 Heavyweight Alliance	TR C

anti-mayhem shadowlands legends of the neotromicon chameleon ancient hearts checklist

It's been long overdue, but we've finally revised our rating system. The old system was chucked out the window and we started over from scratch. Type I and Type II tournament play had a large influence over the card ratings this time, but the easiest way to tell you about the new ratings is by category:

..... Five Stars. The best...and this time we really mean it. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments, and for good reason. We're talking power cards like Black Lotus and Time Walk, as well as incredibly efficient cards like Disenchant, Lightning Bolt and Ernhem Djinn.

.... Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of really useful cards that you don't necessarily want to use all the time. Necropotence is a great card, but it really only works in a couple of types of decks. The best sidebar cards (Anarchy, Gloom, Pyroclasm) fall into the four-star category due to their specialized nature.

... Three Stars. Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks. There are some cards in this category you'll occasionally see in tournament decks, but usually not all that often. Spells like Flying Carpet, Desert Twister and Mana Flare and creatures like Ghost Ship, Dwarven Warriors and Thicket Basilisk are good example of average cards.

.. Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play. Two star cards rarely appear in tournament decks. Some good examples of two-star cards are Pit Scorpion, Fog and Golin Hero.

• One Star. The cream of the crap, these are the cards that few people use if they have any goal of winning. While some of these cards may have some use in some warped game environment (like Sorrow's Path), they're generally all around useless unless put in a VERY specific deck. Unless you've got a specific theme in mind, these cards aren't worth your trouble.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

What you need to know about the *InQuest* Magic Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with one other collectible card game in the Players Guide Spotlight.

SAMPLE LISTING

ART	NAME	TYPE	RARETY	POWER/TG	EXPANSION	OTHER
	Book of Rass	ART U	••	SEv 6	DK	Whenever anyone loses a land each lost land.
	Bottle of Suleiman	ART R	•••	JMy 4	AN,R	3, T: Opponent must discard during turn of controller.
	Bronze Tablet	ART R	•	TW/a 6	AQ,4TH	2, T: Randomly discard a target creature.
	Candelabra of Tawnos	ART R	••••	DSh 1	AQ	2: +1/+0 until end of turn.
	Celestial Prism	ART U	••••	AWa 3	A,B,U,R,4TH	2: Untap one of your attacked, except that def another creature.
	Chaos Orb	ART R	••••	MTe 2	A,B,U	1, T: Sacrifice Elven Lyre of turn.
	Disrupting Scepter	ART				0: Reshuffle your graveyard from game when it is used.
	Dragon Engine	AC				
	Ebony Horse	A				
	Elven Lyre	AR				
	Feldon's Cane	AR				

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

C Common
They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare
Whoa mamma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

UR Ultra-Rare
These are chase cards that usually are found one per box and sometimes even less frequently.

74 INQUEST

Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Ba'alzamon told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Ba'alzamon had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.



SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote, usually historical in nature.
- E** — Artist.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- H** — Power/Toughness. Only for creatures.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAI
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Gregory, D. Alexander	DAG
Guay, Rebecca	RGu
Hampton, Justin	JHa
Heyer, Carol	CHe
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
Matson, John	JMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Nielsen, Terese	TNi
Organ-Kean, Margaret	MOK
Plucinski, Zak	ZPl
Poole, Mark	MPo
Raabe, Mike	MRA
Rabinowitz, Alan	ARa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSh
Sienkiewicz, Bill	BSi
Simanson, Greg	GSi
Snelly, Lawrence	LSn
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Vick, Diana	DVi
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AI	Alliances
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
HL	Homelands
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

PLAYERS GUIDE

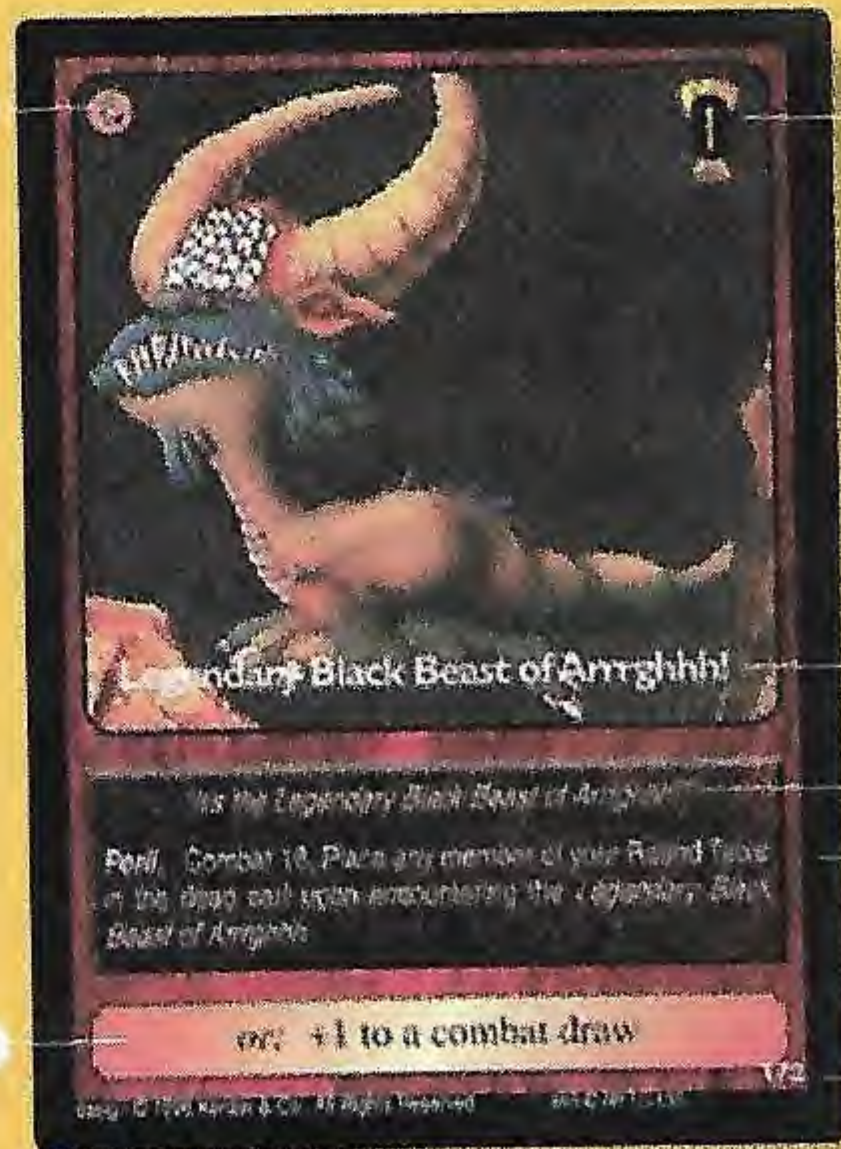
SPOTLIGHT:



MONTY PYTHON AND THE HOLY GRAIL CARD DESCRIPTION

- A. Icons:** These little picture-things tell you if a character is a knight or a page, whether he can join a Round Table, etc. About as exciting as flying coconuts.
- B. Grail Number:** Dice aren't silly enough, so Kenzer implores you to use the very silly Grail Number system of random numbers.
- C.** Due to a freak accident with a bat, there is no "C."
- D. Card Name:** To give you an idea of what the card designers were thinking of when they pulled clips from the movie.
- E. Quote:** Brush up those English accents...you have to read these when you play the card.
- F. Card Text:** Yes, they actually do something.
- G. Card Number:** For the, ahem, collector.
- H. Alternate Card Ability.** Most of the cards do more than one thing. Besides being able to use the card for its main ability or as spare toilet paper, the card can also be used to do whatever's listed in this box. (In the Players Guide, this ability is listed in parentheses.)

Just when you thought it was safe to go back into the gaming store... From the people who brought you, well nothing really, Kenzer & Co. introduces the *Monty Python and the Holy Grail* collectable card game. Packed with shrubberies, songs, taunts and exploding rabbits, this game is a must for any fan of the classic movie of a very similar name. See if you can complete the quest which Arthur failed so miserably. The Holy Grail is waiting somewhere...will you find it before your opponent, or will you both have all of your knights arrested first? Polish up on your British accent and your singing voice and take a stab at the *Monty Python and the Holy Grail* CCG. And if you've never seen the movie? What...do you have a life or something? Go rent it!



INQUEST

players guide

Name Kind CR Rating Artist Cost Sets Found
Description

Clockwork Avian AC R ●●● RAF 5 AQ,4th
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.

Clockwork Beast AC R ●●● DTu 6 A,B,U,R,4th
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4.

Clockwork Gnomes AC C ●● DSh 4 HL
3, T: Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ●●● AWe 4 HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed. Maximum four counters. 0/3.

Clockwork Swarm AC C ●●● AWe 4 HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm. Maximum four counters. 0/3.

Coal Golem AC U ● CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.

Colossus of Sardia AC R ●●● JMy 9 AQ,4th
Trample. Colossus does not untap as normal in your untap phase, you may spend 9 in your upkeep to untap Colossus. 9/9.

Name Kind CR Rating Artist Cost Sets Found
Description

ARTIFACTS

Adarkar Sentinel AC U ●● MBe 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● LWI 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●●● HHu 1 FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.

Aesthir Glider AC C ●● RTp 3 AI
Flying. Cannot be assigned to block. Two versions. 2/1.

Al-abara's Carpet ART R ●● KFo 5 LG
5, T: Prevent all damage done to you by attacking non-flying creatures.

Aladdin's Lamp ART U ●● MTe 10 AN,R,4th
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.

Aladdin's Ring ART U ●● DFr 8 AN,R,4th
8, T: Do 4 damage to any target.

Alchor's Tomb ART R ●● HMc 4 LG
2, T: Change the color of target permanent you control.

Amulet of Kroog ART C ●● MOK 2 AQ,4th
2, T: Prevent 1 damage to any target.

Amulet of Quoz ART R ● DFr 6 IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.

Ankh of Mishra ART R ●● AWe 2 A,B,U,R,4th
Do 2 damage to any player who puts a new land into play.

Apocalypse Chime ART R ●● MPo 2 HL
2, T: All cards in play from Homelands expansion are buried, including Apocalypse Chime.

Arcum's Sleigh ART U ●● TWü 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ● TWü 2 IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.

Arcum's Whistle ART U ●● QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his attack.

Arena of the Ancients ART R ●● TWü 3 LG, CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● AWe 6 AQ,R,4th
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C ●● AMa 3 AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).

Ashnod's Battle Gear ART U ●● MPo 2 AQ, 4th
2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.

Ashnod's Cylind ART R ●● NLe 2 AI
3, T: Target player looks at top three cards of his library and puts one of them on top of that library. Remove the remaining two from game.

Ashnod's Transmogrator ART C ●● MTe 1 AQ, CH
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used.

Astrolabe ART C ●●● AWe 3 AI
1, T: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Play this ability as an interrupt. Draw a card at the beginning of the next turn's upkeep. Two versions.

Balm of Restoration ART R ● MOK 2 FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ●●● AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.

Barl's Cage ART R ●●● TWü 4 DK, CH
3: Target creature does not untap as usual in its controller's next untap phase.

Basalt Monolith ART U ●●● JMy 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.

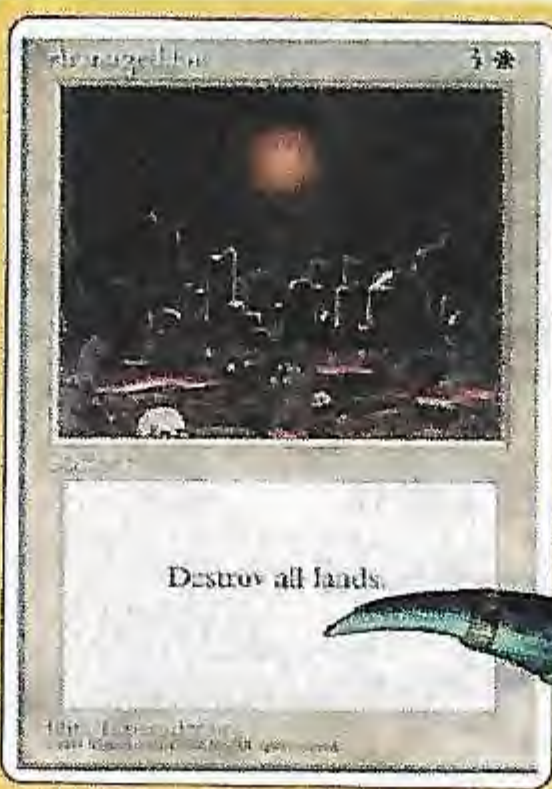
Name Kind CR Rating Artist Cost Sets Found
Description

Baton of Morale ART U ●●● DSh 2 IA
2: Give target creature banding until end of turn.

Battering Ram AC C ●● JMe 2 AQ,4th
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.

Black Lotus ART R ●●●●● CRu 0 A,B,U
T: Discard to add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ●●● AMa 4 LG,4th
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).



ARMAGEDDON



ERHNAM DJINN

Armageddon and Erhnam Djinn: Another Type II favorite, the green/white combo can be very potent. The Armageddon deck stocks up on mana producers like Llanowar Elves and Fellwar Stones, plops down an Erhnam Djinn or other big creature, then finishes the job with a crippling Armageddon.

Hi, I'm Juzam Djinn, a 5/5 OOP with a ridiculously low casting cost. I also prefer Stove Top Stuffing over potatoes. I'll be your host through this month's tournament edition of Magic: The Combinations.

2 Black Vise ART U ●●●●● RTh 1 A,B,U,R,4th
Do 1 damage for each card over four opponent has in hand during upkeep.

Blue Mana Battery ART R ●●● AWe 4 LG,4th
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).

Bone Flute ART U ●● CRu 2 DK
T: Give all creatures -1/-0 until end of turn.

Book of Rass ART R ●● SEv 6 DK, CH
2: Sacrifice 2 life to draw 1 card.

Bottle of Suleiman ART R ●●● JMy 4 AN,R,4th
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.

Brass Man AC U ●● CRu 1 AN,R,4th
Pay 1 during upkeep to untap. 1/3.

Bronze Horse AC R ●● MPo 7 LG, CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4

Bronze Tablet ART R ●● TWü 6 AQ,4th
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.

Candelabra of Tawnos ART R ●●●● DSh 1 AQ
X: Untap X separate lands.

Celestial Prism ART U ●● AWe 3 A,B,U,R,4th
2, T: Provides 1 mana of any color (play as an interrupt).

Celestial Sword ART R ●● AWe 6 IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.

Chaos Orb ART R ●●●● MTe 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.

City in a Bottle ART R ●● DTu 2 AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.

Clay Statue AC C ●● JMy 4 AQ,4th
2: Regenerates. 3/1.

Conch Horn ART R ●● Pfo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ●● AWe 4 A,B,U,R,4th
3, T: Negate up to 2 damage.

Copper Tablet ART U ●● AWe 2 A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.

Coral Helm ART R ●● AWe 3 AQ,4th
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.

Crown of the Ages ART R ●●● DFr 2 IA
4, T: Switch target enchantment from one creature to another. The EN's controller does not change. Treat enchantment as if just cast.

Crystal Rod ART U ●● AWe 1 A,B,U,R,4th
1: Gain 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.

Cursed Rack ART U ●●● RTh 4 AQ,4th
Opponent must discard to 4 cards during discard phase.

Cyclopean Tomb ART R ●●● AMa 4 A,B,U
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.

Dancing Scimitar AC R ●●● AMa 4 AN,R,4th
Flying. 1/5.

Dark Sphere ART U ●● MTe 0 DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.

Delif's Cone ART U ● MTe 0 FE
T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.

Delif's Cube ART R ● MTe 1 FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.

Despotic Scepter ART R ●●● RTh 1 IA
T: Bury target permanent you own.

Diabolic Machine AC U ●● AMa 7 DK,4th
3: Regenerates. 4/4.

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Didgeridoo	ART	R	••	MBe	1	HL	Golgothian Sylex	ART	R	•	KKa	4	AQ	Jalum Tome	ART	R	•••	TWā	3	AQ, CH	
3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.							1: Discard all Antiquities cards, including Golgothian Sylex, from play.							2, T: Draw a card from your library and discard a card of your choosing to your graveyard.							
Dingus Egg	ART	R	•••	Dfr	4	A, B, U, R, 4th	Grapeshot Catapult	AC	C	•••	Dfr	4	AQ, 4th	Jendor's Ring	ART	R	••	Dfr	6	AN, R	
Whenever anyone loses a land, do 2 damage to that player for each lost land.							T: Do 1 damage to a target flying creature. 2/3.							2, T: Discard a card you just drew, and draw another to replace it.							
Disrupting Scepter	ART	R	••••	Dfr	3	A, B, U, R, 4th	Green Mana Battery	ART	R	•••	CRu	4	LG, 4th	Jendor's Saddlebags	ART	R	•••	DWi	2	AN, R, 4th	
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.							2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).							3, T: Untap a creature.							
Draconian Cylx	ART	R	•	EBe	2	FE	Gustha's Scepter	ART	R	••	SEv	0	AI	Jayemdae Tome	ART	R	••••	MTe	4	A, B, U, R, 4th	
2, T: Randomly discard a card from your hand to regenerate target creature.							If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard. T: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time. T: Return any card under Gustha's Scepter to your hand.							4, T: Draw 1 extra card.							
Dragon Engine	AC	C	••	AMa	3	AQ, R, 4th	Helm of Chazruk	ART	R	••	MTe	1	A, B, U, R, 4th	Jester's Cap	ART	R	••••	Dfr	4	IA	
2: +1/+0 until end of turn. 1/3.							1, T: Give one creature banding ability until end of turn.							2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.							
Ebony Horse	ART	R	••	DWi	3	AN, R, 4th	Helm of Obedience	ART	R	••••	BSn	4	AI	Jester's Mask	ART	R	•••	Dfr	5	IA	
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.							X, T: Put top card of target opponent's library into his graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm of Obedience and put that creature into play under your control as though it were just cast. X can't equal zero.							Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his library. Reshuffle the library and old hand afterwards.							
Ebony Rhino	AC	C	••	AWe	7	HL							Jeweled Amulet	ART	U	•••	Dfr	0	IA		
Trample. 4/5.														1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.							



BLACK VISE



HOWLING MINE



STORMBIND

Black Vise, Howling Mine and Stormbind: This three-card gem used to be the heart and soul of the Type II red/green "Vise Age" deck—until the Duelists' Convocation restricted the Black Vise. Sit by and watch your opponent squirm under the Vise, pass the time by loading your hand with the Mine and then drop Stormbind, aka the S-bomb.

Elkin Bottle	ART	R	•••	QHo	3	IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.						
Elven Lyre	ART	R	•	KFo	2	FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.						
Feldon's Cane	ART	C	••••	MTe	1	AQ, CH
0: Reshuffle graveyard into your library. Remove Feldon's Cane from game when used, returning it to owner's deck after the game is over.						
Fellwar Stone	ART	U	••••	QHo	2	DK, 4th
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).						
Feroz's Ban	ART	R	•••	HHu	6	HL
Summon spells cost an additional 2 to cast.						
Floodwater Dam	ART	R	••	RGa	3	AI
XX1, T: Tap X target lands.						
Flying Carpet	ART	R	•••	MTe	4	AN, R, 4th
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
Forcefield	ART	R	••••	Dfr	3	A, B, U
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.						
Forethought Amulet	ART	R	•••	MBe	5	LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.						
Fountain of Youth	ART	C	••••	DGe	0	DK, CH
2, T: Gain 1 life.						
Fyndhorn Bow	ART	U	••	RAI	2	IA
3, T: Give target creature first strike until end of turn.						
Gauntlet of Might	ART	R	•••	CRu	4	A, B, U
All mountains produce an extra mana. Give all red creatures +1/+1.						
Gauntlets of Chaos	ART	R	•••	Dfr	5	LG, CH
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.						
Glasses of Urza	ART	U	•••	DSH	1	A, B, U, R, 4th
T: Look at opponent's hand. No, his cards!						
Goblin Lyre	ART	R	•	MKi	3	IA
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.						

Hematite Talisman	ART	U	•	LWi	2	IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.						
Hive, The	ART	R	•••	SEv	5	A, B, U, R, 4th
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.						
Horn of Deafening	ART	R	•••	Dfr	4	LG, CH
2, T: Target creature deals no damage in combat this turn.						
Howling Mine	ART	R	••••	MPo	2	A, B, U, R, 4th
Everyone must draw an extra card during his draw phase.						
Ice Cauldron	ART	R	•••	Dfr	4	IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.						
Icy Manipulator	ART	U	•••••	Multi	4	A, B, U, IA
1, T: Tap one land, creature, or artifact. Artists: DSh (A, B, U), AWe (IA)						
Illusionary Mask	ART	R	•••	AWe	2	A, B, U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.						
Implements of Sacrifice	ART	R	•••	MOK	2	FE
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.						
Infinite Hourglass	ART	R	••	HMc	4	IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.						
Iron Star	ART	U	••	Dfr	1	A, B, U, R, 4th
1: Gain 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.						
Ivory Cup	ART	U	••	AMa	1	A, B, U, R, 4th
1: Gain 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.						
Ivory Tower	ART	U	•••••	MOK	1	AQ, R, 4th
Take 1 life for each card over four you have in hand during upkeep.						
Jade Monolith	ART	R	••	AMa	4	A, B, U, R, 4th
1: Take all damage done to any creature on yourself instead.						
Jade Statue	ART	U	••••	Dfr	4	A, B, U
2: Make Jade Statue a 3/6 AC that may only attack or block.						

Jeweled Bird	ART	R	•••	AWe	1	AN, CH
T: Exchange Bird for your ante, then draw a new card.						
Joven's Tools	ART	R	••	NLe	6	HL
4, T: Target creature cannot be blocked except by walls until end of turn.						
Juggernaut	AC	U	••••	Dfr	4	A, B, U, R
Must attack each turn if possible. Can't be blocked by walls. 5/3.						
Knowledge Vault	ART	R	•••	AWe	4	LG
2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.						
Kormus Bell	ART	R	••	CRu	4	A, B, U, R, 4th
Treat all swamps in play as 1/1 creatures that can be tapped for B.						
Kry Shield	ART	U	••	RTh	2	LG
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.						
Lapis Lazuli Talisman	ART	U	•	AWe	2	IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.						
Library of Leng	ART	U	•••	DGe	1	A, B, U, R, 4th
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.						
Life Chisel	ART	U	•••	AWa	4	LG
During your upkeep, sacrifice a creature you control to gain life equal to creature's toughness.						
Life Matrix	ART	R	•••	AWe	4	LG
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.						
Living Armor	ART	C	•••	AMa	4	DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.						
Living Wall	AC	U	•••	AMa	4	A, B, U, R
Counts as a wall. 1: Regenerates. 0/6.						
Lodestone Bauble	ART	R	••••	DSH	0	AI
1, T: Sacrifice Lodestone Bauble to put up to four target basic lands from any player's graveyard on top of his library in any order. That player draws a card at the beginning of the next turn's upkeep.						
Malachite Talisman	ART	U	•	CRu	2	IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.						
Mana Crypt	ART	R	••••	MTe	0	PR
T: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.						

• Restricted 1 Restricted in type 1 only ART Artifact CU Cumulative Upkeep EC Enchant Creature EL Enchant Land EW Enchant World INT Interrupt SC Summon Creature
 • Banned 2 Restricted in type 2 only CR Current Rarity EA Enchant Artifact EE Enchant-Enchantment EN Enchantment INS Instant LAN Land SL Summon-Legend



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Mana Matrix	ART	R	••	MTe	6	LG
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.						
Mana Vault	ART	R	•••	MTe	1	A,B,U,R,4th
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.						
Marble Priest	AC	U	•	MBe	5	LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.						
Meekstone	ART	R	•••	QHo	1	A,B,U,R,4th
Any creature with power greater than 2 may not be untapped as normal during the untap phase.						
Mightstone	ART	U	•••	PVe	4	AQ
All attacking creatures gain +1/+0.						
Millstone	ART	U	•••	KFo	2	AQ,R,4th
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
Mirror Universe	ART	R	•••••	PFo	6	LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
Mishra's Groundbreaker	ART	U	•	RGa	4	AI
T: Sacrifice Mishra's Groundbreaker. Target land becomes a 3/3 artifact creature. That creature still counts as a land.						
Mishra's War Machine	AC	R	•	AWe	7	A,B,U,R,4th
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
Mox Emerald	ART	R	•••••	DFr	0	A,B,U
T: Add G to your mana pool.						
Mox Jet	ART	R	•••••	DFr	0	A,B,U
T: Add B to your mana pool.						
Mox Pearl	ART	R	•••••	DFr	0	A,B,U
T: Add W to your mana pool.						
Mox Ruby	ART	R	•••••	DFr	0	A,B,U
T: Add R to your mana pool.						
Mox Sapphire	ART	R	•••••	DFr	0	A,B,U
T: Add U to your mana pool.						
Mystic Compass	ART	U	•••	AWe	2	AI
1, T: Target mana-producing land becomes a basic land type of your choice until end of turn.						
Nacre Talisman	ART	U	•	MTe	2	IA
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.						
Naked Singularity	ART	R	••	MTe	5	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.						
Necropolis	AC	U	••	NTh	5	DK
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.						
Nevinyrral's Disk	ART	R	•••••	MTe	4	A,B,U,R,4th
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.						
North Star	ART	R	•	KFo	4	LG
4, T: You may cast one spell this turn using mana of any color.						
Nova Pentacle	ART	R	•••	RTh	4	LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
Obelisk of Undoing	ART	R	••	TWü	1	AQ, CH
6: Take any of your permanents in play back to your hand, destroying enchantments on such cards.						
Obsidian Golem	AC	U	•••	JMy	6	A,B,U,R,4th
4/6.						
Onulet	AC	U	••	AMa	3	AQ,R,4th
If Onulet is placed in graveyard, its controller gains 2 life. 2/2.						
Onyx Talisman	ART	U	•	SEv	2	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.						
Ornithopter	AC	U	••	AWe	0	AQ,R,4th
Flying. 0/2.						
Pentagram of the Ages	ART	R	•••	DSh	4	IA
4, T: Prevent all damage done to you from one source.						
Phyrexian Devourer	AC	R	•	MTe	6	AI
If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1.						
Phyrexian Portal	ART	R	••	PVe	3	AI
3: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Search the remaining pile and put one of those cards into your hand. Shuffle the remaining cards into your library. Ignore this effect if you have fewer than 10 cards in your library.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Phyrexian War Beast	ART	C	••••	BSi	3	AI	Serpent Generator	ART	R	•••	MTe	6	LG, CH	
If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals one damage to you. Two versions. 3/4.							4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he has 10 or more poison counters.							
Pit Trap	ART	U	•••	AMa	2	IA	Serrated Arrows	ART	C	••••	DCh	4	HL	
2, T: Sacrifice to bury target non-flying creature that is attacking you.							When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. T: Remove counter to give -1/-1 to target creature.							
Planar Gate	ART	R	••	MBe	6	LG	Shapeshifter	AC	U	•••	DFr	6	AQ,4th	
Pay 2 colorless mana less when casting a summon spell.							* = any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. *(7-*).							
Primal Clay	AC	U	•••	KFo	6	AQ,R,4th	Shield of the Ages	ART	U	•••	AMa	2	IA	
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.							2: Prevent 1 damage to you.							
Pyramids	ART	R	••	AWe	6	AN								
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.														



GOBLIN WARRENS

GOBLIN GRENADE

Goblin Warrens and Goblin Grenade: Not one of the most effective decks, goblin decks are nonetheless common in tournaments. A well-crafted goblin deck can handle quite a bit, even COP: Red. Once the Goblin Warrens begin breeding, your goblins'll swarm out of control, outnumbering the mana your opponent has available for his COP. That's when you start handing your li'l goblin buddies them exploding Easter eggs...

Rack, The	ART	U	•••	RTh	1	AQ,R,4th
Do 1 damage for each card under three opponent has in hand during upkeep.						
Rakalite	ART	R	•	CRu	6	AQ, CH
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
Red Mana Battery	ART	R	•••	MTe	4	LG,4th
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
Reflecting Mirror	ART	U	••	MPa	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Relic Barrier	ART	U	••••	HMc	2	LG
T: Tap target artifact.						
Ring of Immortals	ART	R	•	MBe	5	LG
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						
Ring of Ma'ru'f	ART	R	••	DFr	5	AN
5: Sacrifice Ring of Ma'ru'f to select a card from outside the game instead of drawing.						
Ring of Renewal	ART	R	•••	DSh	5	FE
5, T: Randomly discard a card from your hand to draw two cards.						
Rocket Launcher	ART	U	••	PVe	4	AQ,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
Rod of Ruin	ART	U	•••	CRu	4	A,B,U,R,4th
3, T: Do 1 damage to any target.						
Rotohopper	AC	C	••	AWe	1	HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.						
Runed Arch	ART	R	••	PFo	3	IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						
Runesword	ART	C	••	CRu	6	DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
Sandals of Abdallah	ART	R	••	DFr	4	AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						
Scarab of the Unseen	ART	U	•	SEv	2	AI
T: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.						
Scarecrow	AC	U	••	AMa	5	DK
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
Sentinel	AC	R	•••	RAF	4	LG, CH
* = 1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.						

Shield Sphere	AC	U	•••	ARa	0	AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.						
Skull Catapult	ART	U	•••	BWa	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
Skull of Orm	ART	U	•••	TWü	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
Snow Fortress	AC	R	•••	JMe	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.						
Sol Grail	ART	R	•••	CRu	3	AI
When Sol Grail comes into play, choose a color. T: Add one mana of the chosen color to your mana pool. Play this ability as an interrupt.						
Sol Ring	ART	U	•••••	MTe	1	A,B,U,R
T: Add 2 to your mana pool (play as an interrupt).						
Soldevi Digger	ART	R	•••	AWe	2	AI
2: Put the top card of your graveyard on the bottom of your library.						
Soldevi Golem	AC	R	••	AMa	4	IA
Does not untap during your untap phase. 0: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.						
Soldevi Sentry	AC	••	••	ARa	1	AI
1: Regenerate. Target opponent may draw a card. Two versions. 1/1.						
Soldevi Simulacrum	AC	U	••••	DFr	4	IA
CU: 1. 1: +1/+0 until end of turn. 2/4.						
Soldevi Steam Beast	AC	C	•	BSi	5	AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. 2: Regenerate. Two versions. 4/2.						
Soul Net	ART	U	••	DWi	1	A,B,U,R,4th
1: Gain 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Spirit Shield	ART	R	•••	SKi	3	FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						
Staff of the Ages	ART	R	••	DGe	3	IA
Creatures with landwalk ability may be blocked as if they did not.						
Staff of Zegon	ART	C	••	MPa	4	AQ
3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.						
Standing Stones	ART	U	••	SEv	3	DK
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.						
Stone Calendar	ART	R	••	AWe	5	DK
Your spells cost 1 less to cast; casting cost cannot go below 0.						
Storm Cauldron	ART	R	•••	DFr	5	AI
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to owner's hand.						
Su-Chi	AC	U	••	CRu	4	AQ
When Su-Chi goes to graveyard, controller gets 4 colorless mana. 4/4.						
Sunglasses of Urza	ART	R	••	DFr	3	A,B,U,R,4th
Your plains may generate either a white or red mana.						
Sunstone	ART	U	••	PFo	3	IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.						



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Dark Ritual	INT	C	●●●●	Multi B	A,B,U,R,4th,IA	
Add BBB to your mana pool. Artists: JHo, SEv.						
Darkness	INS	C	●●	HMc B		LG
Creatures attack and block as normal but deal no damage.						
Darkpact	SOR	R	●●●●	QHo BBB	A,B,U,R	
Swap your topmost unmana card with either ante card.						
Deathgrip	EN	U	●●●	AMa BB	A,B,U,R,4th	
BB: Counter a green spell (play as an interrupt).						
Deathlace	INT	R	●	SEv B	A,B,U,R,4th	
Change the color of one card being played or in play to black.						
Demonic Attorney	SOR	R	●	DGe B	A,B,U,R	
Unless opponent concedes game, both players must draw an extra ante card.						
Demonic Consultation	INS	U	●●●	RAI B		IA
Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.						
Demonic Hordes	SC	R	●●●●	JMy BBB3	A,B,U,R	
T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.						
Demonic Torment	EC	U	●●	AMa B2		LG
Target creature deals no damage during combat and may not attack.						
Demonic Tutor	SOR	U	●●●●	DSh B1	A,B,U,R	
Choose one card from your library, then reshuffle your library.						
Derelor	SC	R	●●●	AMa B3		FE
Your black spells cast an additional B. 4/4.						
Diseased Vermin	SC	U	●●●	SKi B2		AI
During your upkeep, Diseased Vermin deals one damage to a single target opponent it has previously damaged for each infection counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an infection counter on it. 1/1.						
Drain Life	SOR	C	●●●●	DSh B1X	A,B,U,R,4th	
Do 1 damage to any target for each B spent above casting cost. Gain 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.						
Dread Wight	SC	R	●●	DGe BB3		IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.						
Drift of the Dead	SC	U	●●	BSn B3		IA
Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.						
Drudge Skeletons	SC	C	●●●	SEv B1	A,B,U,R,4th	
B: Regenerates. 1/1.						
Drudge Spell	EN	U	●●	NTh BB		HL
B: Remove 2 creatures from graveyard out of game. Bring Skeleton taken into play. Skeleton is a black 1/1 creature; B: regenerates. All skeletons are discarded if Drudge Spell leaves play.						
Dry Spell	SOR	C	●●●	BSn B1		HL
Dry Spell deals 1 damage to each creature and player. Two versions.						
Dystopia	EN	R	●●●●	RTp BB1		AI
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.						
Eater of the Dead	SC	U	●●●	JMy B4		DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
Ebon Praetor	SC	R	●●	RAF B4		FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
El-Hajjaj	SC	R	●●	DWi BB1	AN,R,4th	
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	●●●	DWi B1	AN,R,4th	
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
Evil Eye of Orms-By-Gore	SC	U	●●	JMy B4		LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
Evil Presence	EL	U	●●	SEv B	A,B,U,R,4th	
Target land is now a basic swamp.						
Fallen, The	SC	U	●●	JMy BBB1		DK, CH
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.						
Fallen Angel	SC	U	●●●	AMa BB3		LG, CH
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.						
Fatal Lore	SOR	R	●	LSn BB2		AI
Target opponent chooses effect: Either you draw three cards or you choose and bury up to two target creatures that opponent controls and he draws up to three cards.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Fear	EC	C	●●●	Multi BB	A,B,U,R,4th,IA	
Only black or artifact creatures may block target creature. Artists: MPo, REm.						
Feast of the Unicorn	EC	C	●●●	DDe B3		HL
Target creature gets +4/+0. Two versions.						
Feast or Famine	INS	U	●●●	PVe B3		AI
Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature. Two versions.						
Fevered Strength	INS	C	●●	BSn B2		AI
Target creature gets +2/+0 until end of turn. Draw a card at the beginning of the next turn's upkeep. Two versions.						
Flow of Maggots	SC	R	●●	RSp B2		IA
CU: 1. May not be blocked by non-wall creatures. 2/2.						
Foul Familiar	SC	C	●●●	AMa B2		IA
Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.						
Frankenstein's Monster	SC	R	●●	AMa BBX		DK
Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.						
Frozen Shade	SC	C	●●●	DSh B2	A,B,U,R,4th	
B: +1/+1 until end of turn. 0/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Hasran Ogress	SC	C	●●	DFr BB		AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.						
Haunting Wind	EN	U	●●	JMe B3		AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.						
Headless Horseman	SC	C	●	QHo B2		LG
2/2.						
Headstone	INS	C	●●	DCh B1		HL
Remove target card in any graveyard from game. Draw a card during next turn's upkeep.						
Hecatomb	EN	R	●●●	Nth BB1		IA
Sacrifice four creatures when Hecatomb comes into play. O: Tap a swamp you control to have Hecatomb deal 1 damage to any target.						
Hell Swarm	INS	C	●	CRu B		LG
Make all creatures -1/-0 until end of turn.						
Hellfire	SOR	R	●●●	PVe BBB2		LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						
Hell's Caretaker	SC	R	●●●	SEv B3		LG, CH
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.						
Hoar Shade	SC	C	●●●	RTh B3		IA
B: +1/+1 until end of turn. 1/2.						
Horror of Horrors	EN	U	●●●	MTe BB3		LG
Sacrifice a swamp to regenerate a black creature.						



Necropotence



Knight of Stromgald

Necropotence and Knights of Stromgald: A wildly popular strategy in Type II is the all-black Necropotence deck. The concept here is to draw lots of cards so you can bombard your opponent with Erg Raiders, Black Knights, Knights of Stromgald and whatnot. Dark Rituals and Hymn to Tourach let you keep the edge and Ivory Tower and Zuran Orb let you keep the life.

Funeral March	EC	C	●●	MBe BB1		HL
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.						
Gangrenous Zombies	SC	C	●●	BSn BB1		IA
T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.						
Gate to Phyrexia	EN	U	●●●	SEv BB		AQ
Sacrifice one of your creatures during your upkeep to destroy any one artifact.						
Gaze of Pain	SOR	C	●●●	AMa B1		IA
For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.						
Ghost Hounds	SC	U	●●	JMe B1		HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.						
Ghosts of the Damned	SC	C	●●	EBe BB1		LG
T: Make target creature -1/-0 until end of turn. 0/2.						
Giant Slug	SC	C	●●	AMa B1		LG, CH
5: Give Slug landwalk ability of your choice on your next turn. 1/1.						
Gloom	EN	U	●●●●	DFr B2	A,B,U,R,4th	
White spells and white enchantment activation costs now require 3 extra mana.						
Glyph of Doom	INS	C	●	SVC B		LG
Creatures blocked by target wall are destroyed after combat.						
Grandmother Sengir	SL	R	●●	PVe B4		HL
B1, T: Target creature -1/-1 until end of turn. 3/3.						
Grave Robbers	SC	R	●●	QHo BB1		DK
B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.						
Gravebind	INS	R	●	DTu B		IA
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.						
Greater Werewolf	SC	C	●●●	DDer B4		HL
After combat, put a -0/-2 counter on all creatures that blocked werewolf. 2/4.						
Greed	EN	R	●●●	PFo B3		LG, 4th
B: Draw an extra card and sacrifice 2 life.						
Guardian Beast	SC	R	●●●●	KMe B3		AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						

Howl from Beyond	INS	C	●●●	MPo BX	A,B,U,R,4th,IA	
Target creature gains +X/+0 until end of turn.						
Hyalopterous Lemure	SC	U	●●●	RTh B4		IA
O: Gains flying and -1/-0 until end of turn. 4/3.						
Hymn to Tourach	SOR	C	●●●●	Multi BB		FE
Target player randomly discards two cards from hand. Artists: LDa, QHo, SKi, SVC.						
Hypnotic Specter	SC	U	●●●●	DSh BB1	A,B,U,R,4th	
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.						
Icequake	SOR	U	●●●	RKF BB1		IA
Destroy a land. If it is a snow-covered land, Icequake does one damage to the land's controller.						
Ihsan's Shade	SC	U	●●●●	CRu BBB3		HL
Protection from white. 5/5.						
Imprison	EC	R	●●●	CRu B		LG
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.						
Infernal Darkness	EN	R	●●●	PFo BB2		IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.						
Infernal Denizen	SC	R	●	DTu B7		IA
During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his choice. T: Gain control of target creature. 5/7.						
Infernal Medusa	SC	U	●●●	AMa BB3		LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.						
Initiates of the Ebon Hand	SC	C	●●●	Multi B		FE
1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than three is spent this way in one turn. Artists: LDa, KFo, HHu. 1/1.						
Inquisition	SOR	C	●	AMa B2		DK
Examine target player's hand. Do one damage for each white card.						
Insidious Bookworms	SC	C	●●	GSi B		AI
1: Target player discards a card at random from hand. Use this ability only when Insidious Bookworms is put into graveyard from play. You cannot spend more than 1B in this way each turn. Two versions. 1/1.						
Irini Sengir	SL	U	●	PVe BB2		HL
All white and green enchantments cost an extra 2 to cast. 2/2.						
Jovial Evil	SOR	R	●●	CRu B2		LG
Do 2 damage to opponent for each white creature opponent controls.						
Junún Efreet	SC	U	●●●	CRu BB1		AN, 4th
Flying. Pay BB during upkeep or Junún Efreet is destroyed. 3/3.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Juzam Djinn Take 1 damage during upkeep. 5/5.	SC	R	•••••	MTe	BB2	AN	Minion of Leshrac Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.	SC	R	•••	LWl	BBB4	IA	Pestilence Rats * equals the number of other Rats in play. */3.	SC	C	••	JMe	B2	IA
Keeper of Tresserhorn If Keeper of Tresserhorn attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. Effects that prevent or redirect damage can not be used to counter this loss. 6/6. Artists: ZPI & DAG.	SC	R	•••	Multi	B5	AI	Minion of Tevesh Szat Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.	SC	R	•••	JBa	BBB4	IA	Phantasmal Fiend B: +1/-1 until end of turn. 1U: Switch Phantasmal Fiend's power and toughness until end of turn. Effects that alter Phantasmal Fiend's power alter its toughness instead, and vice versa. Two versions. 1/5.	SC	C	•••	SKi	B3	AI
Khabal Ghoul Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	•••	DSh	B2	AN	Misinformation Put up to three target cards from an opponent's graveyard on top of his library in any order.	INS	U	•••	RKF	B	AI	Phyrexian Boon As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2. Two versions.	EC	C	•••	MTe	B2	AI
Kjeldoran Dead You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.	SC	C	•••	MBe	B	IA	Mold Demon Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	•	JMy	BB5	LG	Phyrexian Gremlins T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.	SC	C	•••	AWe	B2	AQ
Knights of Stromgald Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.	SC	U	•••••	MPo	BB	IA	Mole Worms T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.	SC	U	••	DGe	B2	IA	Pit Scorpion If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he ever has 10 or more poison counters. 1/1.	SC	C	••	SKi	B2	LG, 4th
Koskun Falls During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.	EW	R	••	RAI	BB2	HL	Moor Fiend Swampwalk. 3/3.	SC	C	•••	AMa	B3	IA	Plague Rats Power and toughness equal number of Plague Rats in play. */*.	SC	C	•	AMa	B2	A,B,U,R, 4th
Krovikan Elementalist 2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.	SC	U	••	DSh	BB	IA	Murk Dwellers If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	••	DTu	B3	DK, 4th	Pox Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.	SOR	R	•••	CBR	BBB	IA
Krovikan Fetish Target creature gets +1/+1. Draw a card at the beginning of the next turn.	EC	C	•••	HHu	B2	IA	Nameless Race Tromple. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.	SC	R	••	QHo	B3	DK	Priest ofYawgmoth T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	•	MTe	B1	AQ
Krovikan Horror At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1: Sacrifice a creature to have Krovikan Horror deal one damage to target creature or player. 2/2.	SC	R	•	CRu	B3	AI														
Krovikan Plague Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play. O: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature.	EC	U	•	LDa	B2	AI														
Krovikan Vampire If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.	SC	U	••	QHo	BB3	IA														
Legions of Lim-Dul Snow-covered swampwalk. 2/3.	SC	C	••	AMa	BB1	IA														
Leshrac's Rite Give target creature swampwalk.	EC	U	••	RTh	B	IA														
Leshrac's Sigil BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.	EN	U	••	DTu	BB	IA														
Lesser Werewolf B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.	SC	U	•••	QHo	B3	LG														
Lich Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	••	DGe	BBBB	A,B,U														
Lim-Dul's Cohort Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3.	SC	C	••	DSh	BB1	IA														
Lim-Dul's Hex During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.	EN	U	••	LDa	B1	IA														
Lim-Dul's High Guard First strike. 1B: Regenerate. Two versions. 2/1.	SC	C	•••	AMa	BB1	AI														
Lord of the Pit Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	•••	MTe	BBB4	A,B,U,R, 4th														
Lost Soul Swampwalk. 2/1.	SC	C	••	RAF	BB1	LG, 4th														
Marsh Gas Make all creatures -2/-0 until end of turn.	INS	C	•	DSh	B	DK, 4th														
Mind Ravel Target player must discard a card from his hand. Draw a card at the beginning of the next turn.	SOR	C	••	MTe	B2	IA														
Mind Twist Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	•••••	JBa	BX	A,B,U,R, 4th														
Mind Warp Look at a player's hand and discard X cards of your choice from that hand.	SOR	U	•••	LDa	B3X	IA														
Mind Whip During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he does not pay 3. That creature is tapped if Mind Whip deals damage in this way.	EC	R	••	DTu	BB2	IA														
Mindstab Thrull If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.	SC	C	••	Multi	BB1	FE														



CRUSADE

SAVANNAH LIONS

Crusade and Savannah Lions: We've said it before and we'll say it again: White is flat out the most powerful (and popular) color in Magic. Combining speed, versatility and power, the white weenie deck is one of the most popular in both Type I and Type II. Between Crusade, Jihad, Angelic Voices and Call to Arms, it's almost like there's a conspiracy at Wizards of the Coast to make sure the "good guys" always come out on top.

Necrite If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.	SC	C	••	Multi	BB1	FE	Quagmire Creatures with swampwalk may be blocked.	EN	U	•	DFr	B2	LG
Necropotence Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.	EN	R	•••••	MTe	BBB	IA	Rag Man BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	••	DGe	BB2	DK, 4th
Nether Shadow If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	••	CRu	BB	A,B,U,R, 4th	Raise Dead Bring a creature from your graveyard into your hand.	SOR	C	•••	JMe	B	A,B,U,R, 4th
Nether Void Counter all spells unless their casters pay an extra 3.	EW	R	•••••	HMc	B3	LG	Ritual of the Machine Sacrifice a creature to gain control of target non-block, non-artifact creature.	SOR	R	•••••	AMa	BB2	AI
Netling Imp T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his attack. 1/1.	SC	U	•••	QHo	B2	A,B,U,R	Royal Assassin T: Destroy any tapped creature. 1/1.	SC	R	•••••	TWu	BB1	A,B,U,R, 4th
Nightmare Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	R	•••	MBe	B5	A,B,U,R, 4th	Sacrifice Sacrifice a creature to add to your mana pool black mana equal to that creature's casting cost.	INT	U	•	DFr	B	A,B,U,R
Norritt T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his attack. 1/1.	SC	C	•••	MRA	B3	IA	Scathe Zombies 2/2.	SC	C	•	JMy	B2	A,B,U,R, 4th
Oath of Lim-Dul For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.	EN	R	•••	DSh	B3	IA	Scavenging Ghoul At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.	SC	U	••	JMe	B3	A,B,U,R, 4th
Order of the Ebon Hand Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.	SC	C	•••••	Multi	BB	FE	Season of the Witch At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.	EN	R	•	JMy	BBB	DK
Oubliette Place target creature out of play.	EN	C	•••	DSh	BB1	AN	Seizures When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him.	EC	C	••	JBa	B1	IA
Paralyze Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	•••	AMa	B	A,B,U,R, 4th	Sengir Autocrat When Sengir Autocrat comes into play, put three serf tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all serf tokens. 2/2.	SC	R	•••	DCh	B3	HL
Pestilence B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.	EN	C	•••	JMy	B2	A,B,U,R, 4th	Sengir Bats Flying. For each creature put into the graveyard in the same turn that it was damaged by the Bats, Sengir Bats Receive +1/+1. Two versions. 1/2.	SC	C	••	DFr	BB1	HL





players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Sewars of Estark	INS	R	••	MBe	BB2	PR
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.						
Shimian Night Stalker	SC	U	•••	JMy	BB3	LG, CH
Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.						
Simulacrum	INS	U	•••	MPo	B1	A,B,U,R,4th
Retroactively redirect all damage done to you this turn to one of your creatures.						
Sinkhole	SOR	C	•••	SEv	BB	A,B,U
Destroy a land.						



LAND TAX

Land Tax: Now a staple card in Type II. Land Tax lets you remove "worthless" basic lands, thus increasing your shot at a useful draw. It also works as a great complement or counter to the ever-popular Armageddon strategy that everybody and their mother is using at tournaments these days.

Soldevi Adnate	SC	C	••	CRu	B1	AI
T: Sacrifice a black or artifact creature to add an amount of B equal to that creature's casting cost to your mana pool. Play this ability as an interrupt. Two versions. 1/2.						
Songs of the Damned	INT	C	••	PVe	B	IA
Add B to your mana pool for every creature in your graveyard.						
Sorceress Queen	SC	R	••••	KFo	BB1	AN,R,4th
T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
Soul Burn	SOR	C	•••	RAI	B2	IA
Do one damage to any target for each B or R spent above the casting cost. Gain one life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his total life.						
Soul Exchange	SOR	U	••••	AWa	BB	FE
Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.						
Soul Kiss	EC	C	•••	NLe	B2	IA
B: Sacrifice one life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.						
Spirit Shackles	EC	U	••	EBe	BB	LG,4th
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.						
Spoils of Evil	INT	R	•••	QHo	B2	IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.						
Spoils of War	SOR	R	•••	PVe	BX	IA
Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.						
Stench of Decay	INS	C	••	HHu	BB1	AI
All non-artifact creatures get -1/-1 until end of turn. Two versions.						
Stench of Evil	SOR	U	•••	MTe	BB2	IA
Destroy all plains. Each player takes one damage for each plains he loses this way. Each player may pay two for each one damage he wishes to prevent.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Stone-Throwing Devils	SC	C	•••	KMe	B	AN
First strike. 1/1.						
Stromgold Cabal	SC	R	••••	AMa	BB1	IA
T: Sacrifice 1 life to counter a white spell. 2/2.						
Stromgold Spy	SC	U	•••	ZPI	B3	AI
If Stromgold Spy attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, defending player must play with his hand face up on the table until Stromgold Spy leaves play. 2/4.						
Swamp Mosquito	SC	C	••	NLe	B1	AI
Flying. If Swamp Mosquito attacks and is not blocked, defending player gets a poison counter. If a player has 10 or more poison counters, he loses the game. Two versions. 0/1.						
Syphon Soul	SOR	C	••	MBe	B2	LG
Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
Takklemaggot	EC	U	••	DGe	BB2	LG, CH
Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.						
Terror	INS	C	••••	RSP	B1	A,B,U,R,4th
Bury target creature. Cannot target black or artifact creatures.						
Thrull Champion	SC	R	••	DGe	B4	FE
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.						
Thrull Retainer	EC	U	•••	RSp	B	FE
Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.						
Thrull Wizard	SC	U	•	AMa	B2	FE
B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.						
Timmerian Fiends	SC	R	•	MKi	BB1	HL
Remove Timmerian Fiends from deck if not playing for ante. BBB: Sacrifice Timmerian Fiends to bury target opponent's artifact in your graveyard. Put Timmerian Fiends into his graveyard. This card change is permanent. Opponent may ante an additional card to counter this effect. 1/1.						
Torture	EC	C	••	MTe	B	HL
B1: Place -1/-1 token on creature Torture enchants. Two versions.						
Touch of Darkness	INS	U	•	PVe	B0	LG
Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
Touch of Death	SOR	C	••	MBe	B2	IA
Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.						
Tourach's Chant	EN	U	••	RKF	BB1	FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.						
Tourach's Gate	EL	R	•	SEv	BB1	FE
You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put three time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. 0: Top the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.						
Transmutation	INS	C	•••	SVC	B1	LG, CH
Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.						
Uncle Istvan	SC	U	••	DGe	BBB1	DK,4th
Creatures cannot damage Uncle Istvan. 1/3.						
Underworld Dreams	EN	U	•••••	JBa	BBB	LG
Do 1 damage to opponent for each card drawn.						
Unholy Strength	EC	C	•••	DSH	B	A,B,U,R,4th
Target creature gains +2/+1.						
Vampire Bats	SC	C	••	AMa	B	LG,4th
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.						
Veldrane of Sengir	SL	R	•••	SVC	BB5	HL
BB1: Forestwalk and -3/-0. 5/5.						
Walking Dead	SC	C	•••	DFr	B1	LG
B: Regenerates. 1/1.						
Wall of Bone	SC	U	••	AMa	B2	A,B,U,R,4th
B: Regenerates. 1/4.						
Wall of Putrid Flesh	SC	U	••	RTh	B2	LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.						
Wall of Shadows	SC	C	••	PVe	BB	LG, CH
Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.						
Wall of Tombstones	SC	U	•	DFr	B1	LG
* = the number of creatures in your graveyard. 0/1+.						
Warp Artifact	EA	R	••	AWe	BB	A,B,U,R,4th
Do 1 damage to target artifact's controller during upkeep.						
Weakness	EC	C	••	DSH	B0	A,B,U,R,4th
Target creature loses -2/-1.						
Will-O'-The-Wisp	SC	R	••••	JMy	B	A,B,U,R,4th
Flying. B: Regenerates. 0/1.						
Withering Wisps	EN	U	•••	Nth	BB1	IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Word of Binding	SOR	C	•••	RSp	BBX	DK,4th
Tap X creatures.						
Word of Command	INS	R	••	JMy	BB	A,B,U
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his available mana.						
Worms of the Earth	EN	R	•	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	••	CRu	BB3	LG, CH
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
Xenic Poltergeist	SC	R	•••	DFr	BB1	AQ, 4th
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						
Yawgmoth Demon	SC	R	•	SEv	BB4	AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6.						
Zombie Master	SC	R	••	JMe	BB1	A,B,U,R,4th
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.						

BLUE

Acid Rain	SOR	R	•••	NTh	U3	LG
Destroy all forests in play.						
Aether Storm	EN	U	•••	MTe	U3	HL
No summon spells may be cast. Any player may pay 4 life to bury Aether Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.						
Air Elemental	SC	U	•••	RTh	UU3	A,B,U,R,4th
Flying. 4/4.						
Amnesia	SOR	U	••••	MPo	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
Ancestral Recall	INS	R	•••••	MPo	U	A,B,U
Target player must draw 3 cards.						
Animate Artifact	EA	U	••	DSH	U3	A,B,U,R,4th
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	•••	DSH	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	C	••	DFr	UU1	DK,4th
U, T: Add 3 to your mana pool (play as an interrupt). 0/1.						
Arcane Denial	INT	C	••••	RKF	U1	AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep. Draw a card at the beginning of the next turn's upkeep. Two versions.						
Arnjlot's Ascent	EN	C	••	DTu	UU1	IA
CU: U. 1: Target creature gains flying until end of turn.						
Awesome Presence	EC	C	••	LSn	U	AI
Enchanted creature can't be blocked unless defending player pays an additional three for each creature assigned to block enchanted creature. Two versions.						
Azure Drake	SC	U	•••	DFr	U3	LG, CH
Flying. 2/4.						
Backfire	EC	U	••	BSn	U	LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						
Baki's Curse	SOR	R	•	NLe	UU2	HL
Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.						
Balduvian Conjurer	SC	U	••	MTe	U1	IA
T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.						
Balduvian Shaman	SC	C	••	QHo	U	IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.						
Benthic Explorers	SC	C	•••	GSi	U3	AI
T: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. Two versions. 2/4.						
Binding Grasp	EC	U	•••	RTp	U3	IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.						
Blue Elemental Blast	INT	C	•••	RTh	U	A,B,U,R,4th
Counter a red spell being cast or destroy a red card in play.						
Boomerang	INS	C	•••	BSn	UU	LG, CH
Return target permanent to owner's hand.						
Braingeyser	SOR	R	••••	MTe	UUU	A,B,U,R
Target player must draw X cards.						
Brainstorm	INS	C	•••	CRu	U	IA
Draw three cards, then put any two cards from your hand on top of your library in any order.						
Breath of Dreams	EN	U	••	PFo	UU2	IA
CU: U. Green creatures require an additional CU: 1.						
Brine Hag	SC	U	•	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Browse 2UU: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.	EN	U	•••	PfO	UU2	AI	Dreams of the Dead U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.	EN	U	••	HHu	U3	IA	Foresight Search your library for any three cards and remove them from the game. Shuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep. Two versions.	SOR	C	•	TNi	U1	AI
Chain Stasis Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.	INS	R	••	PMo	U	HL	Drowned B: Regenerates. 1/1.	SC	C	••	QHo	U1	DK	Forget Target player chooses and discards 2 cards from his hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.	SOR	R	••	MKi	UU	HL
Clairvoyance Look at target player's hand. Draw a card at beginning of next turn.	INS	C	••	KMe	U	IA	Elder Spawn Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	•	JMy	UUU4	LG	Gaseous Form Target creature deals nor receives damage in combat.	EC	C	••	PfO	U2	LG,4th
Clone Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*.	SC	U	•••	JBa	U3	A,B,U,R	Electric Eel RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Take 1 damage when summoning Electric Eel. 1/1.	SC	U	••	AMa	U	DK	Ghost Ship Flying. UUU: Regenerates. 2/4.	SC	U	•••	TWä	UU2	DK,4th



CITY OF BRASS



MIRROR UNIVERSE

City of Brass and Mirror Universe: Some decks try to run you out of life, some run you out of cards. The Mirror Universe deck? It runs itself out of life! Protect the Mirror with various counterspells and use mana burn to knock yourself down to one life. Then tap a City of Brass, take one more point to reduce yourself to zero, use the Mirror and zap-powie! You've got your opponent's life and he's got the big doughnut.

Control Magic Control target creature until enchantment is discarded or game ends.	EC	U	••••	DWi	UU2	A,B,U,R,4th
Copy Artifact Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	•••••	AWe	U1	A,B,U,R
Coral Reef Put four polyp counters on Coral Reef. O: sacrifice an Island for 2 polyps. U: tap and place +0/+1 counter on target blue creature you control. Remove 1 polyp counter.	EN	C	••	AWe	UU	HL
Counterspell Counter target spell as it is being cast. Artists: MPo, LWi	INT	U	•••••	Multi	UU	A,B,U,R,4TH,IA
Creature Bond If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	••	AMa	U1	A,B,U,R,4th
Dance of Many When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.	EN	R	•••	SEv	UU	DK, CH
Dandan Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.	SC	C	••	DTu	UU	AN, CH
Dark Maze O: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. Two versions	SC	C	••	RAI	U4	HL
Deep Spawn Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	••	MTe	UUU5	FE
Deep Water U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	•	JMe	UU	DK
Deflection Target spell with one target now targets a legal target of your choice.	INT	R	••••	MRa	U3	IA
Devouring Deep Islandwalk. 1/2.	SC	C	••	LDa	U2	LG
Diminishing Returns Each player shuffles his hand and graveyard into his library. Remove the top 10 cards from your library from the game. Each player draws up to seven cards.	SOR	U	••••	LWi	UU2	AI
Drafna's Restoration Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.	SOR	C	••	AWe	U	AQ
Drain Power Opponent must draw all mana from available lands. All mana in opponent's mana pool is added to yours.	SOR	R	•••	DSh	UU	A,B,U,R,4th
Dream Coat Change target creature's color to another color (play as an interrupt).	EC	U	••	AWa	U	LG

Enchantment Alteration Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	U	•••	BSn	U	LG, CH
Energy Flux Each artifact requires 2 during upkeep or it must be destroyed.	EN	U	•••	KFo	U2	AQ,R,4th
Energy Tap Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SOR	C	••	DGe	U	LG,4th
Enervate Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	•••	LWi	U1	IA
Erosion Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	••	PVe	UUU	DK,4th
Errant Minion During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay 1 for each damage he wishes to prevent from Errant Minion.	EC	C	••	HMc	U2	IA
Essence Flare Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.	EC	C	•••	RKF	U	IA
False Demise If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast. Two versions.	EC	U	•••	RGa	U2	AI
Feedback Do 1 damage to controller of target enchantment during upkeep.	EE	U	••	QHo	U2	A,B,U,R,4th
Field of Dreams The top card in every library plays face up.	EW	R	•••	KFo	U	LG
Fishliver Oil Give target creature islandwalk.	EC	C	••	AMa	U1	AN, CH
Flash Counter Counter target interrupt or instant spell.	INT	C	•••	HMc	U1	LG
Flash Flood Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	•	TWä	U	LG, CH
Flight Target creature now has flying.	EC	C	•••	AMa	U	A,B,U,R,4th
Flood UU: Tap target non-flying creature.	EN	C	•••	DDa	U	DK,4th
Flying Men Flying. 1/1.	SC	C	•••	CRu	U	AN
Force of Will You may pay one life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.	INT	U	•••••	TNi	UU3	AI
Force Spike Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	••	BWa	U	LG
Force Void Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.	INT	U	•	MTe	U2	IA

Giant Albatross Flying. U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albatross is put into the graveyard from play. Two versions.	SC	C	••	DCh	U1	HL
Giant Oyster You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains tapped. During your upkeep, place a -1/-1 counter on target creature. If Giant Oyster leaves play, all counters are discarded.	SC	U	•••	NLe	UU2	HL
Giant Shark When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	•	TWä	U5	DK
Giant Tortoise +0/+3 while untapped. 1/1.	SC	C	••	KFo	U1	AN,4th
Glacial Wall 0/7.	SC	U	••	DWi	U2	IA
Glyph of Delusion Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.	INS	C	•	SVC	U	LG
High Tide All islands produce an additional U until end of turn. Artists: AMa, DTu, AWe.	INS	C	•	Multi	U	FE
Homarid Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHa, HHu, MTe, BWa. 2/2.	SC	C	•	Multi	U2	FE
Homarid Shaman U: Tap target green creature. 2/1.	SC	R	•••	AWe	UU2	FE
Homarid Spawning Bed UU1: Sacrifice a blue creature to put X Comarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	•••	DSh	UU	FE
Homarid Warrior U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap it as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3.	SC	C	••	Multi	U4	FE
Hurkyl's Recall Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	•••	NTh	U1	AQ,R,4th
Hydroblast Counter a spell being cast or destroy a red permanent if it's red.	INT	C	•••	KFo	U	IA
Iceberg Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. O: Remove an ice counter to add one colorless mana to your mana pool.	EN	U	••	JMe	UUU	IA
Icy Prison Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.	EN	R	••	AMa	UU	IA
Illusionary Forces Flying. CU: U. 4/4.	SC	C	••	JHa	U3	IA
Illusionary Presence CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.	SC	R	••	KFo	UU1	IA
Illusionary Terrain CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.	EN	U	•••	RAI	UU	IA
Illusionary Wall Flying, first strike. CU: U. 7/4.	SC	C	••	MPo	U4	IA
Illusions of Grandeur CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.	EN	R	••	QHo	U3	IA
In the Eye of Chaos Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	•	CRu	U2	LG
Infuse Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	•	RGa	U2	IA
Invisibility Target creature may only be blocked by walls.	EC	C	•••	AMa	UU	A,B,U



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Name	Kind	CR	Rating	Artist	Cost	Sets Found
Invoke Prejudice	EN	R	•••	HMc	UUUU	LG
Counter on opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Island Fish Jasconius	SC	R	••	JMy	UUU4	AN,R,4th
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
Jinx	INS	C	••	MKi	U1	HL
Target land becomes basic land of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.						
Jump	INS	C	••	MPo	U	A,B,U,R,4th
Target creature has flying until end of turn.						
Juxtapose	SOR	R	•••	JHa	U3	LG, CH
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
Krovikan Sorcerer	SC	C	•••	PMo	U2	IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.						
Labyrinth Minotaur	SC	C	••	AMa	U3	HL
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. Two versions. 1/4.						
Land Equilibrium	EN	R	••••	JMy	UU2	LG
If opponent has at least as much land in play as you, he must sacrifice a land for each new one opponent puts in play.						
Lat-Nam's Legacy	INS	C	••	TWä	U1	AI
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep. Two versions.						
Leviathan	SC	R	••	MTe	UUUU5	DK,4th
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.						
Library of Lat-Nam	SOR	R	••••	ARa	U4	AI
Target opponent chooses effect: Either you draw three cards at the beginning of the next turn's upkeep or you search your library for a card, put it into your hand and then shuffle your library.						
Lifetop	EN	U	•••	AMa	UU	A,B,U,R,4th
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	••	MBe	UU	A,B,U,R,4th
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.						
Magical Hack	INT	R	••	JBa	U	A,B,U,R,4th
Change the text of a card being played or in play by switching one basic land type with another.						
Magus of the Unseen	SC	R	••••	KFo	U1	IA
U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.						
Mahamoti Djinn	SC	R	••••	Dfr	UU4	A,B,U,R,4th
Flying. 5/6.						
Mana Drain	INT	U	•••••	MTe	UU	LG
Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.						
Mana Short	INS	R	•••	DWi	U2	A,B,U,R,4th
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
Mana Vortex	EN	R	••	DSH	UU1	DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.						
Marjhan	SC	R	•••	DGe	UU5	HL
Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU: -1/-0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8.						
Memory Lapse	INT	C	••	MTe	U1	HL
Counter target spell. Put that spell on top of its owner's library. Two versions.						
Merchant Scroll	SOR	C	•••	LDah	U1	HL
Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.						
Merchant Ship	SC	R	••	TWä	U	AN
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.						
Merfolk Assassin	SC	U	•••	DDe	UU	DK
T: Destroy target creature that has islandwalk. 1/2.						
Merfolk of the Pearl Trident	SC	C	••	JMe	U	A,B,U,R,4th
1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Merseine	EC	C	••	Multi	UU2	FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: HHu, MOK, DTu, PVe.						
Mesmeric Trance	EN	R	••	Dfr	UU1	IA
CU: 1. U: Discard a card from your hand to draw a card.						
Mind Bomb	SOR	U	••	MTe	U	DK,4th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Power Sink	INT	C	••••	RTh	UX	A,B,U,R,4TH,IA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.						
Prodigal Sorcerer	SC	C	••••	DSH	U2	A,B,U,R,4th
T: Do 1 damage to any target. 1/1.						
Psionic Blast	INS	U	••••	DSH	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
Psionic Entity	SC	R	••	JHa	U4	LG,4th
T: Do 2 damage to any target and 3 damage to itself. 2/2.						



KIRD APE

GIANT GROWTH

Kird Ape and Giant Growth: The classic red/green deck is fueled by cheap creatures and cheap creature enhancers. When you've got some Forests in play, there's not much a Giant-Growthed Kird Ape can't handle, including the ever-annoying Juzam Djinn.

"...ever-annoying..."??
How about I use your ass as a shoe during a pickup game of kickball, smart guy?

Mistfolk	SC	C	••	QHo	UU	IA
U: Counter any spell that targets Mistfolk. 1/2.						
Musician	SC	R	••	DTu	U2	IA
CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he pays 1 for each music counter or the creature is destroyed. 1/1.						
Mystic Decree	EW	R	•••	LDa	UU2	HL
All creatures lose flying and islandwalk.						
Mystic Might	EL	R	•	NLe	U	IA
CU: U1. O: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.						
Mystic Remora	EN	C	•••	KMe	U	IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay 4 to counter this effect.						
Narwhal	SC	R	••	DCh	UU2	HL
First strike, Protection from red. 2/2.						
Old Man of the Sea	SC	R	••••	SVC	UU1	AN
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.						
Parl Water	SOR	U	••	NTh	UXX	LG
Give X target creatures islandwalk until end of turn.						
Phantasmal Forces	SC	U	••	MPo	U3	A,B,U,R,4th
Flying. Pay U during upkeep or card is destroyed. 4/1.						
Phantasmal Mount	SC	U	•••	MBe	U1	IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.						
Phantasmal Sphere	SC	C	••	MTe	U1	AI
Flying. At the beginning of the upkeep, put a +1/+1 counter on Phantasmal Sphere. During your upkeep, pay one for each of these +1/+1 counters or bury Phantasmal Sphere. If Phantasmal Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a */* blue creature with flying, where * is equal to the number of these +1/+1 counters on Phantasmal Sphere. 0/1.						
Phantasmal Terrain	EL	C	•••	DWi	UU	A,B,U,R,4th
Target land switches to any basic land type chosen by caster.						
Phantom Monster	SC	U	•••	JMy	U3	A,B,U,R,4th
Flying. 3/3.						
Pirate Ship	SC	R	•••	TWä	U4	A,B,U,R,4th
T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.						
Polar Kraken	SC	R	•••	MTe	UUU8	IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.						
Portent	SOR	C	•••	LDa	U	IA
You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.						
Power Artifact	EA	U	••	DSH	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.						
Power Leak	EE	C	•	DTu	U1	A,B,U,R,4th
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.						

Psychic Allergy	EN	R	••	MTe	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
Psychic Purge	SOR	C	•••	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Psychic Venom	EL	C	••	BSn	U1	A,B,U,R,4th
Do 2 damage to target land's controller whenever target land is tapped.						
Puppet Master	EC	U	••	SEv	UUU	LG, CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
Ray of Command	INS	C	•••	HMc	U3	IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.						
Ray of Erasure	INS	C	•	MRA	U	IA
Target player must take the top card of his library and place it in his graveyard. Draw a card at the beginning of the next turn.						
Reality Twist	EN	R	••	JEr	UUU	IA
CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
Recall	SOR	U	••••	BSn	UXX	LG, CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Reconstruction	SOR	C	•••	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand.						
Reef Pirates	SC	C	••	TWä	UU1	HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. Two versions. 2/2.						
Relic Bind	EA	R	••	CRu	U2	LG,4th
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	•••	BSn	U1	LG, CH
Counter target summon spell.						
Reset	INT	U	••	NLe	UU	LG
Untap all your lands. Reset may only be played during opponent's turn after his upkeep.						
Reveka, Wizard Savant	SL	R	••	SVC	UU2	HL
T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.						
Reverberation	INS	R	•••	JHa	UU2	LG
Redirect damage from a sorcery to its caster.						
Riptide	INS	C	•	RAF	U	DK
Tap all blue creatures.						
River Merfolk	SC	R	•••	DSH	UU	FE
U: Give River Merfolk mountainwalk until end of turn. 2/1.						
Sage of Lat-Nam	SC	C	••	PVe	U1	AQ
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. 1/1.						
Sea King's Blessing	INS	U	•	RAF	U	LG
Change color of any number of target creatures to blue until end of turn.						
Sea Serpent	SC	C	•	JMe	U5	A,B,U,R,4th
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Sea Spirit U: +1/+0 until end of turn. 2/3.	SC	U	••	RAI	U4	IA	Spiny Starfish U: Regenerate. At the end of any turn in which Spiny Starfish regenerated, put a Starfish token into play for each time it regenerated that turn. Treat these tokens as 0/1 blue creatures. 0/1.	SC	U	••	ARa	U2	AI	Time Walk Take an extra turn immediately after the end of the one in which you cast Time Walk.	SOR	R	•••••	AWe	U1	A,B,U
Sea Sprite Flying. Protection from red. 1/1.	SC	U	•••	SVC	U1	HL	Stasis Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	•••	FJo	U1	A,B,U,R,4th	Timetwister Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	SOR	R	•••••	MTe	U2	A,B,U
Sea Troll U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a Creature. 2/1.	SC	U	•	DGe	U2	HL														



CHAIN LIGHTNING



LIGHTNING BOLT



INCINERATE

Chain Lightning, Lightning Bolt and Incinerate: In everyday play, these are the tools of the ultimate cheesehead. However, when it comes to tournaments, cheese can be pretty darned effective. With 12 cheap spells that do three points of damage a shot, a blast deck should easily dish out damage. Mix in some Disenchants for those nasty COP: Reds and Justices, though.

Seasinger T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.	SC	U	••	AWe	UU1	FE
Segovian Leviathan Islandwalk. 3/3.	SC	U	•••	MBe	U4	LG,4th
Serendib Djinn Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.	SC	R	••	AMa	UU2	AN
Serendib Efreet Flying. Does 1 damage to you during upkeep. 3/4.	SC	R	•••••	AMa	U2	AN,R
Shyft During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.	SC	R	••	RTh	U4	IA
Sibilant Spirit Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.	SC	R	••••	RSp	U5	IA
Silhouette Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U1	•	KFo	U	LG
Silver Erne Flying, trample. 2/2.	SC	U	••	MBe	U3	IA
Sindbad T: Draw new card, you may only keep it if it's a land. 1/1.	SC	U	••	JBa	U1	AN,4th
Siren's Call All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	••	AMa	U	A,B,U,R,4th
Sleight of Mind Change the text of a card being played or in play by switching one color word with another.	INT	U	••••	NLe	U	A,B,U,R,4th,IA
Snow Devil Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.	EC	C	••	KMe	U1	IA
Snowfall CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.	EN	C	•	PFo	U2	IA
Soldevi Heretic W, T: Prevent up to two damage to any creature. Target opponent may draw a card. Two versions. 2/2.	SC	C	•	MKi	U2	AI
Soldevi Machinist T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	••	JMe	U1	IA
Soldevi Sage T: Sacrifice two lands to draw three cards. Choose and discard one of those cards. Two versions. 1/1.	SC	C	••	CHe	U1	AI
Soul Barrier Target opponent takes 2 damage whenever he casts a summon spell. That player may pay 2 to prevent this damage.	EN	U	••	HMc	U2	IA
Spectral Cloak Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	•••	RAI	UU	LG
Spell Blast Counter target spell; X is casting cost of target spell.	INT	C	•••	BSn	UX	A,B,U,R,4th

Steal Artifact Take control of target artifact.	EA	U	•••	AWe	UU2	A,B,U,R,4th
Storm Crow Flying. Two versions. 1/2.	SC	C	•	SEv	U1	AI
Storm Elemental Flying. U: Remove the top card of your library from the game to tap target creature with flying. U: Remove the top card of your library from the game. If that card is a snow-covered land, Storm Elemental gets +1/+1 until end of turn. 3/4.	SC	U	•••	JMa	U5	AI
Suffocation Play only when a red sorcery or instant deals damage to you. Suffocation deals four damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.	INS	U	••	LWj	U1	AI
Sunken City All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.	EN	C	•••	JMy	UU	DK,4th
Svyelunite Priest UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.	SC	U	••	RSp	U1	FE
Tangle Kelp Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.	EC	U	•	RAI	U	DK
Telekinesis Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.	INS	R	••	DGe	UU	LG
Teleport Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.	INS	R	•••	DSh	UUU	LG,CH
Thought Lash CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. O: Remove the top card of your library from game to prevent one damage to you.	EN	R	•	MTe	UU2	AI
Thoughtlace Change the color of a card being played or already in play to blue.	INT	R	•	MPo	U	A,B,U,R,4th
Thunder Wall Flying. U: +1/+1 until end of turn. 0/2.	SC	U	••	RTh	UU1	IA
Tidal Control CU: 2. Any player may pay two or two life to counter target red or green spell. Play this ability as an interrupt. Effects that prevent or redirect damage cannot be used to counter this loss of life.	EN	R	••	RGo	UU1	AI
Tidal Flats UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAI (Two versions), SEv.	EN	C	•	Multi	U	FE
Tidal Influence Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is one tide counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are four on Tidal Influence.	EN	U	••	TWü	U2	FE
Time Elemental Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.	SC	R	•••	AWe	U2	LG,4th

Transmute Artifact Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.	SOR	U	••	AMa	UU	AQ
Twiddle Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.	INS	C	•••	RAI	U	A,B,U,4th
Undertow Creatures with islandwalk may be blocked.	EN	U	•	RAF	U2	LG
Unstable Mutation Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.	EC	C	•••	DSh	U	AN,R,4th
Unsummon Return target creature to the hand of its owner. Discard enchantments on creature.	INS	C	•••	DSh	U	A,B,U,R,4th
Updraft Give target creature flying until end of turn. Draw a card at the beginning of the next turn.	INS	U	••	LWj	U1	IA
Venarian Gold Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.	EC	C	••	DGe	UUUX	LG
Vesuvan Doppelganger Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.	SC	R	••••	QHo	UU3	A,B,U,R
Viscerid Armor Enchanted creature gets +1/+1. 1U: Return Viscerid Armor to owner's hand. Two versions.	EC	C	••	HHu	U1	AI
Viscerid Drone T: Sacrifice a creature and a Swamp to bury target non-artifact creature. T: Sacrifice a creature and a snow-covered Swamp to bury target creature. 1/2.	SC	U	••	HHu	U1	AI
Vodalian Knights First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands. 2/2.	SC	R	•••	SVC	UU1	FE
Vodalian Mage U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.	SC	C	••	Multi	U2	FE
Vodalian Soldiers Artists: MBe, RKF, JMe, SVC. 1/2.	SC	C	•	Multi	U1	FE
Vodalian War Machine Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	••	AWe	UU1	FE
Volcanic Eruption Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	•••	DSh	UUUX	A,B,U,R,4th
Wall of Air Flying. 1/5.	SC	U	•••	RTh	UU1	A,B,U,R,4th
Wall of Kelp UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.	SC	R	••	ARa	UU	HL



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Wall of Vapor	SC	C	•••	RTh	U3	LG, CH
Cannot be damaged by creatures it blocks. 0/1.						
Wall of Water	SC	U	••	RTh	UU1	A,B,U,R,4th
U: +1/+0. 0/5.						
Wall of Wonder	SC	U	••	RTh	UU2	LG, CH
UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.						
Water Elemental	SC	U	••	JMe	UU3	A,B,U,R,4th
5/4.						
Water Wurm	SC	C	•	RSp	U	DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.						
Wind Spirit	SC	U	•••	KFo	U4	IA
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.						
Winter's Chill	INS	R	••	EBe	UX	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.						
Word of Undoing	INS	C	•••	CRu	U	IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.						
Wrath of Marit Lage	EN	R	•••	MRa	UU3	IA
Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.						
Zephyr Falcon	SC	C	•••	HHu	U1	LG,4th
Flying. Does not tap to attack. 1/1.						
Zuran Enchanter	SC	C	•••	DSh	U1	IA
B2, T: Opponent must discard 1 card of his choice. Can only be used during your turn. 1/1.						
Zuran Spellcaster	SC	C	•••	EBe	U2	IA
T: Do 1 damage to any target. 1/1.						
Zur's Weirding	EN	R	••••	LDa	U3	IA
All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.						

GOLD

Adun Oakenshield	SL	R	•••	JMe	BGR	LG
GRB, T: Take a creature from your graveyard into your hand. 1/2.						
Altar of Bone	SOR	R	••	MBe	GW	IA
Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.						
Angus Mackenzie	SL	R	••	BWa	UGW	LG
UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.						
Arcades Sabboth	SL	R	•••	EBe	UUGWW2	LG, CH
Flying. All creatures on Sabboth's side gain +2 defense when untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth. 7/7.						
Axelrod Gunnarson	SL	R	••	SKi	BBRR4	LG, CH
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.						
Aysha Tanaka	SL	R	•••	BWa	UUWW	LG, CH
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.						
Barktooth Warbeard	SL	U	••	ARu	BRR4	LG
6/5.						
Bartel Runeaxe	SL	R	•••	ARu	BGR3	LG
Cannot be target of enchant creature spells. Does not tap to attack. 6/5.						
Boris Devilboon	SC	R	••	JMy	BR3	LG
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.						
Centaur Archer	SC	U	••	MBe	GR1	IA
T: Deal 1 damage to target flying creature. 3/2.						
Chromatic Armor	EC	R	•••	MPo	UW1	IA
Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.						
Chromium	SL	R	••	EBe	BBUUWW2	LG, CH
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.						
Dakkon Blackblade	SL	R	•••	RKF	BUUW2	LG, CH
* equals the number of lands you control. */*.						
Dark Heart of the Wood	EN	C	•••	CRu	BG	DK
Sacrifice a forest to gain 3 life.						
Diabolic Vision	SOR	U	•••	AWa	BU	IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Earthlink	EN	R	•	RKF	BGR3	IA
Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						
Elemental Augury	EN	R	•••	AWa	BUR	IA
3: Look at the top three cards of any player's library and put them back in any order.						
Energy Arc	INS	U	••	TNi	WU	AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.						
Essence Vortex	INS	U	••	MOK	BU1	IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.						
Fiery Justice	SOR	R	••	MBe	GRW	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						
Fire Covenant	INS	U	•••	DFr	BR1	IA
Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.						
Flooded Woodlands	EN	R	•••	KFo	BU2	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.						
Fumarole	SOR	U	••	DTu	BR3	IA
Sacrifice 3 life to destroy a land and a creature.						
Gabriel Angelfire	SL	R	••	DGe	GGWW3	LG, CH
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
Ghastly Flame	EN	R	••	RGa	BR	IA
Black and red permanents and spells are considered colorless sources of damage.						
Giant Trap Door Spider	SC	U	•••	HHu	GR1	IA
GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.						
Glaciers	EN	R	•••	MTe	UW2	IA
All mountains become plains.						
Gosta Dirk	SL	R	••	RTh	UUWW3	LG
First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.						
Gwendlyn Di Corci	SL	R	••••	JBa	BBUR	LG
T: Target player randomly discards a card in hand (play only during your turn). 3/5.						
Halfdane	SL	R	•••	MBe	BUW1	LG
Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.						
Hazezon Tamar	SL	R	••	RKF	GRW4	LG
On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.						
Hunding Gjornersen	SL	U	•	RTh	UUW3	LG
Rampage: 1. 5/4.						
Hymn of Rebirth	SOR	U	•••	RKF	GW3	IA
Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.						
Jacques le Vert	SL	R	•••	ARu	GRW1	LG
Make all your green creatures +0/+2. 3/2.						
Jasmine Boreal	SL	U	••	RKF	GW3	LG
4/5.						
Jedit Ojanen	SL	U	•	MPo	UWW4	LG
5/5.						
Jerrard of the Closed Fist	SL	U	••	ARu	GGR3	LG
6/5.						
Johan	SL	R	•••	MTe	GRW3	LG, CH
If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Kasimir the Lone Wolf	SL	U	•	RKF	UW4	LG
5/3.						
Kei Takahashi	SL	R	••	SKi	GW2	LG, CH
T: Prevent up to 2 damage to target creature. 2/2.						
Kjeldoran Frostbeast	SC	U	••	MPo	GW3	IA
Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.						
Lady Caleria	SL	R	•••	BWa	GGWW3	LG
T: Do 3 damage to target attacking or blocking creature. 3/6.						
Lady Evangela	SL	R	•••	MPo	BUW	LG
BW, T: Target creature deals no damage this turn during combat. 1/2.						
Lady of the Mountain	SL	U	•	RKF	GR4	LG
5/5.						
Lady Orca	SL	U	••	SEv	BR5	LG
7/4.						
Lim-Dol's Paladin	SC	U	•••	CRu	RB2	AI
Trample. During your upkeep, choose and discard a card from your hand, or bury Lim-Dol's Paladin and draw a card. If any creatures are assigned to block it, Lim-Dol's Paladin gets +6/+3 until end of turn. If Lim-Dol's Paladin attacks and is not blocked, it deals no damage to defending player this turn and that player loses four life. Effects that prevent or redirect damage cannot be used to counter this loss. 0/3.						
Lim-Dol's Vault	INS	U	••••	RAI	UB	AI
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom of your library and look at the top five cards of your library; put those five on top of your library in any order. Effects that prevent or redirect damage cannot be used to counter this loss of life.						
Livonya Silone	SL	R	•••	RKF	GRR2	LG
First strike, legendary landwalk. 4/4.						
Lord Magnus	SL	U	•••	MTe	GW3	LG
First strike. Creatures with plainwalk or forestwalk may be blocked. 4/3.						
Lord of Tresserhorn	SC	R	•••	AMa	RBU1	AI
When Lord of Tresserhorn comes into play, pay two life and sacrifice two creatures; and target opponent draws two cards. Effects that prevent or redirect damage cannot be used to counter this loss of life. B: Regenerate. 10/4						
Marhault Elsdragon	SL	U	••	MPo	GRR3	LG, CH
Rampage: 1. 4/6.						
Marsh Goblins	SL	C	••	QHo	BR	DK
Swampwalk. 1/1.						
Merieke Ri Berit	SL	R	•••	HHu	BUW	IA
Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.						
Misfortune	SOR	R	••	RSp	GRB1	AI
Target opponent chooses effect: Either you put a +1/+1 counter on each creature you control and gain four life; or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals four damage to him.						
Monsoon	EN	R	••••	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	••	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Nature's Blessing	EN	U	•••	SEv	GW2	AI
WG: Choose and discard a card from your hand to have target creature gain banding, first strike, or trample or get a +1/+1 counter.						
Nebuchadnezzar	SL	R	••••	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
Nicol Bolas	SL	R	•••	EBe	BBUUR2	LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						



Balance

Which ever player has more lands in play must discard enough lands of his or her choice to equalize the number of lands both players have in play. Next, equalize the cards in hand and then creatures in play the same way. Creatures lost in this manner are considered buried.

BALANCE



Jade Statue

Jade Statue becomes a creature for the duration of the current attack-exchange. Can be a creature only during an attack or defense. "Some of the other guys dared me to touch it, but I know it weren't no ordinary hunk o' rock." —Norin the Wise

JADE STATUE

Balance and Jade Statue: Although Balance took a hit when it was restricted, people have continued to make good use of it, especially with no-creature creatures like the Jade Statue and Mishra's Factory. In a deck with a lot of artifact mana, Balance functions as both a Wrath of God and land destruction, and if your deck can churn out cards quickly, it's even a white Mind Twist.

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Palladia-Mors Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.	SL	R	•••	EBe	GRRWW2	LG, CH
Pavel Maliki BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SL	U	•	ARu	BR4	LG
Phelddagrif W: Flying until end of turn. Target opponent gains two life. U: Return Phelddagrif to owner's hand. Target opponent may draw a card. G: Trample until end of turn. Put a Hippo token into play under target opponent's control. Treat this token as a 1/1 green creature. 4/4.	SC	R	•••	AWe	GUW1	AI
Princess Lucrezia T: Add U to your mana pool (play as an interrupt). 5/4.	SL	U	•	SEv	BUU3	LG
Ragnar UGW, T: Regenerate target creature. 2/2.	SL	R	••	MBe	BGW	LG
Ramirez DePietro First strike. 4/3.	SL	U	•••	PfO	BBU3	LG
Ramses Overdark T: Destroy a target creature with an enchantment on it. 4/3.	SL	R	••	RKF	BBUU2	LG
Rasputin Dreamweaver Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.	SL	R	•••	ARu	UW4	LG, CH
Reclamation No black creature can attack unless its controller sacrifices land when that creature attacks.	EN	R	•••	DWi	GW2	IA
Riven Turnbull T: Add B to your mana pool (play as an interrupt). 5/7.	SL	U	••	RKF	BU5	LG
Rohgahh of Kher Keep All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.	SL	R	•	EBe	BBRR2	LG
Rubinia Soulsinger T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.	SL	R	•••	RAI	UGW2	LG
Scarwood Goblins 2/2.	SC	C	•	RSp	GR	DK
Sir Shandlar of Eberyn 4/7.	SL	U	••	ARu	GW4	LG
Siviri Scarzam 6/4.	SL	U	•	NTh	BU5	LG, CH
Skeleton Ship Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWä.	SL	R	•••	Multi	BU3	IA
Sol'kanar the Swamp King Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SL	R	••••	RKF	BUR2	LG, CH
Spectral Shield Target creature gains +0/+2 and it cannot be the target of further spells.	EC	U	•••	MOK	UW1	IA
Stangg Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.	SL	R	•••	MPo	GR4	LG, CH
Storm Spirit Flying. T: Do 2 damage to target creature. 3/3.	SL	R	•••	PVe	UGW3	IA
Stormbind 2: Discard a card at random from your hand to do 2 damage to any target. Artists: NTh & PMa.	EN	R	••••	Multi	GR1	IA
Sunastian Falconer T: Add 2 to your mana pool. 4/4.	SL	U	•••	CRu	GR3	LG
Surge of Strength Choose and discard a red or green card from your hand to have target creature gain trample and get +X/+0 until end of turn, where X is equal to that creature's casting cost.	INS	U	••	RTp	RG	AI
Tetsuo Umezawa BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SL	R	•••	JBa	BUR	LG
Tobias Andron 4/4.	SL	U	•	ARu	UW3	LG, CH
Tor Wauki T: Do 2 damage to attacking or blocking creature. 3/3.	SL	U	•••	RAF	BBR2	LG, CH
Torsten Von Ursus 5/5.	SL	U	•	MPo	GGW3	LG
Tuknir Deathlock Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.	SL	R	•••	LDa	GRR	LG
Ur-Drago First strike. Creatures with swampwalk may be blocked. 4/4.	SL	R	••	CRu	BBUU3	LG
Vaevictis Asmadi Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.	SL	R	•••	ARu	BBRRGG2	LG, CH
Wandering Mage W: Pay one life to prevent up to two damage to any creature. Effects that prevent or redirect damage cannot be used to counter this loss of life. U: Prevent one damage to any Cleric or Wizard. B: Put a -1/-1 counter on target creature you control to prevent up to two damage to any player. 0/3.	SC	R	•••	PVe	WUB	AI
Wings of Aesthir Give target creature flying, first strike, and +1/+0.	EC	U	•••	EBe	UW	IA

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Winter's Night Whenever a snow-covered land is tapped for mana, it produces one additional mana of the same type and does not untap during its controller's next untap phase.	EW	R	••	RAI	WRG	AI
Xira Arien Flying. GRB, T: Make target player draw a card. 1/2.	SL	R	•••	MBe	BRG	LG, CH

GREEN						
Aisling Leprechaun All creatures blocking or blocked by Leprechaun become green. 1/1.	SC	C	•	QHo	G	LG
An-Havva Constable Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+*	SC	U	••	Dfr	GG1	HL
An-Havva Inn Gain 1+X life where X is the number of green creatures in play.	SOR	U	•••	BSn	GG1	HL
Arboria If a player doesn't cast a spell or put a card in play on his turn, creatures may not attack that player until after his next turn.	EW	U	••	DGe	GG2	LG
Argothian Pixies Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.	SC	C	•••	AWe	G1	AQ, CH

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Cat Warriors Forestwalk. 2/2.	SC	C	•••	MBe	GG1	LG, CH
Channel Add 1 colorless mana to your pool for each life point you sacrifice.	SOR	U	••••	RTh	GG	A,B,U,R,4th
Chub Toad Gains +2/+2 until end of turn when blocked or blocking. 1/1.	SC	C	••	DGe	G2	IA
Citanul Druid Add a +1/+1 counter whenever opponent casts an artifact. 1/1.	SC	U	••	JMe	G1	AQ
Cockatrice Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.	SC	R	•••	Dfr	GG3	A,B,U,R,4th
Cocoon Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.	EC	U	••	MTe	G	LG, CH
Concordant Crossroads Creatures may attack or tap during the turn they are brought into play.	EW	R	••	AWe	G	LG, CH
Craw Giant Trample. Rampage: 2. 6/4.	SC	U	•••	CRu	GGGG3	LG, CH
Craw Wurm 6/4.	SC	C	••	DGe	GG4	A,B,U,R,4th



MILLSTONE WRATH OF GOD

Millstone and Wrath of God: Not a combo, just two gratifyingly complementary components for a library-disemboweling deck. The Millstone deck's sole goal is to run your opponent out of cards, often using the protection and elimination capabilities of blue and white to stay alive long enough to finish the job. Just be wary of Timetwister and Feldon's Cane.

Argothian Treefolk Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.	SC	C	••	AWe	GG3	AQ
Aspect of Wolf Increase target creature's power and toughness by half the number of forests caster has in play.	EC	R	•••	JMe	G1	A,B,U,R,4th
Aurochs Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.	SC	C	••	KMe	G3	IA
Autumn Willow Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.	SL	R	•••••	MOK	GG4	HL
Avoid Fate Counter target interrupt or enchantment targeting a permanent you control.	INT	C	•	PfO	G	LG
Balduvian Bears 2/2.	SC	C	•••	QHo	G1	IA
Barbary Apes 2/2.	SC	C	•••	BWa	G1	LG
Berserk Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.	INS	U	•••••	Dfr	G	A,B,U
Birds of Paradise Flying. T: Add one mana of any color to your mana pool. 0/1.	SC	R	••••	MPo	G	A,B,U,R,4th
Blizzard CU: 2. You cannot cast Blizzard if you do not control any snow-covered lands. Flying creatures do not untap.	EN	R	•	AMa	GG	IA
Bounty of the Hunt You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters, distributed any way you choose, on any number of target creatures. Remove these counters at end of turn.	INS	U	•	JMe	GG3	AI
Brown Ouphe G1, T: Counter an artifact ability that requires an activation cost. 1/1.	SC	C	••	DGe	G	IA
Camouflage Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.	INS	U	••	JMy	G	A,B,U
Carapace Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. Two versions.	EC	C	••	AMa	G	HL
Carnivorous Plant Counts as a wall. 4/5.	SC	C	••	QHo	G3	DK,4th

Crumble Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.	INS	C	•••	JMy	G	AQ,R,4th
Cyclone Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.	EN	R	••	MTe	GG2	AN, CH
Daughter of Autumn W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.	SC	R	••	MOK	GG2	HL
Deadfall Creatures with forestwalk may be blocked.	EN	U	•	NTh	G2	LG
Deadly Insects Cannot be the target of spells or effects. Two versions. 6/1.	SC	U	•••	SKi	G4	AI
Desert Twister Destroy any permanent in play.	SOR	U	•••	SVC	GG4	AN,R,4th
Dire Wolves Gains banding if you control any plains. 2/2.	SC	C	•••	RSp	G2	IA
Drop of Honey Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.	EN	R	•••	AMa	G	AN
Durkwood Boars 4/4.	SC	C	••	MKi	G4	LG,4th
Earthlore O: Tap target land to give target blocking creature +1/+2 until end of turn.	EL	C	••	DTu	G	IA
Elder Druid G3, T: Tap or untap one creature, land, or artifact. 2/2.	SC	R	•••	RKF	G3	IA
Elven Fortress G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TWä.	EN	C	••	Multi	G	FE
Elven Riders Cannot be blocked except by walls and flying creatures. 3/3.	SC	U	••	MBe	GG3	LG,4th
Elves of Deep Shadow T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.	SC	U	•••	JMy	G	DK
Elvish Archers First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.	SC	R	•••	AMa	G1	A,B,U,R,4th
Elvish Bard All creatures able to block Elvish Bard must do so. If this forces a creature to block more attackers than allowed, defending player assigns that creature to block as many of those attackers as allowed. 2/4.	SC	U	•••	SVC	GG3	AI



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Elvish Farmer	SC	R	•••	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	•••	Multi	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Forgotten Lore	SOR	U	•••	HMc	G	IA
Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he has not already chosen. Put the last card chosen into your hand.						
Foxfire	INS	C	•	MOK	G2	IA
Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.						
Freyalise Suppliant	SC	U	••	Multi	G1	IA
T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: LDa & DSh.						
Freyalise's Charm	EN	U	••	MOK	GG	IA
GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.						
Freyalise's Winds	EN	R	•	MTe	GG2	IA
Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Glyph of Reincarnation	INS	C	•	SVC	G	LG
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Gorilla Berserkers	SC	C	•••	JMa	GG3	AI
Trample, rampage: 2. Cannot be blocked by fewer than three creatures. Two versions. 2/3.						
Gorilla Chieftain	SC	C	•••	QHo	GG2	AI
1G: Regenerate. Two versions. 3/3.						
Gorilla Pack	SC	C	•	AWa	G2	IA
Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.						
Grizzly Bears	SC	C	•••	JMe	G1	A,B,U,R,4th
2/2.						
Hail Storm	INS	U	••	JMe	GG1	AI
Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.						



DISRUPTING SCEPTER



SERRA ANGEL



COUNTERSPELL

Disrupting Scepter, Serra Angel and Counterspell: One of the strongest types of decks revolves around getting a lock on your opponent by knocking him down to no cards. The Scepter'll start eating away at cards, the Serra will pound away for four points of damage a turn while staying untapped for defense and the Counterspells keep you dry just in case your opponent draws a Swords to Plowshares or Terror.

Serra Angel? Did 'er.

Elvish Ranger	SC	C	•••	TNi	G2	AI
Two versions. 4/1.						
Elvish Scout	SC	C	••	Multi	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						
Elvish Spirit Guide	SC	U	••••	JBa	G2	AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add G to mana pool. Play this ability as an interrupt. 2/2.						
Emerald Dragonfly	SC	C	••	QHo	G1	LG, CH
Flying. GG: First strike until end of turn. 1/1.						
Erhnam Djinn	SC	U	•••••	KMe	G3	AN, CH
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Essence Filter	SOR	C	••••	REm	GG1	IA
Destroy all enchantments or destroy all enchantments that aren't white.						
Eureka	SOR	R	••	KFo	GG2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.						
Faerie Noble	SC	R	•••	SVC	G2	HL
Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.						
Fanatical Fever	INS	U	•••	JBa	GG2	IA
Give a creature +3/+0 and trample until end of turn.						
Fastbond	EN	R	•••	MPo	G	A,B,U,R
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.						
Feral Thallid	SC	U	••	RAI	GGG3	FE
Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.						
Fire Sprites	SC	C	••	JBa	G1	LG
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.						
Floral Spuzzem	SC	U	••	RAI	G3	LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Fog	INS	C	••	JMy	G	A,B,U,R,4th
Creatures do not damage one another in combat.						
Folk of An-Hovva	SC	C	••	JBa	G	HL
If assigned as a blocker, Folk of An-Hovva get +2/+0 until end of turn. Two versions. 1/1.						
Folk of the Pines	SC	C	••	Multi	G4	IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu.						
Forbidden Lore	EL	R	•••	CRu	G2	IA
0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.						
Force of Nature	SC	R	••••	DSh	GGGG2	A,B,U,R,4th
Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.						

Fungal Bloom	EN	R	•••	DGe	GG	FE
GG: Put a spore counter on target Fungus.						
Fungusaur	SC	R	•••	DGe	G3	A,B,U,R,4th
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.						
Fyndhorn Brownie	SC	C	••	RTh	G2	IA
G2, T: Untap a creature. 1/1.						
Fyndhorn Druid	SC	C	••	RAI	G2	AI
If Fyndhorn Druid is put into graveyard the same turn it was blocked, gain four life. Two versions. 2/2.						
Fyndhorn Elder	SC	U	•••	CRu	G2	IA
T: Add GG to your mana pool. 1/1.						
Fyndhorn Elves	SC	C	••••	JHa	G	IA
T: Add G to your mana pool. 1/1.						
Fyndhorn Pollen	EN	R	••	PFo	G2	IA
CU: 1. All creatures get -1/0. G1: All creatures get -1/-1 until end of turn.						
Gaea's Avenger	SC	R	••	PVe	GG1	AQ
* = number of artifacts opponent has in play. *+1/*+1.						
Gaea's Liege	SC	R	•••	DWi	GGG3	A,B,U,R,4th
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.						
Gaea's Touch	EN	C	•••	MPo	GG	DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).						
Gargantuan Gorilla	SC	R	•••	GSi	GGG4	AI
During your upkeep, sacrifice a forest, or bury Gargantuan Gorilla and Gargantuan Gorilla deals seven damage to you. If you sacrifice a snow-covered Forest in this way, Gargantuan Gorilla gains trample until end of turn. T: Gargantuan Gorilla deals an amount of damage equal to its power to any other target creature. That creature deals an amount of damage equal to its power to Gargantuan Gorilla. 7/7.						
Ghazban Ogre	SC	C	••	JMy	G	AN, CH
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Giant Badger	SC	R	•••	LDa	GG1	PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Giant Growth	INS	C	••••	SEv	G	A,B,U,R,4th,IA
Target creature gets +3/+3 until end of turn.						
Giant Spider	SC	C	•••	SEv	G3	A,B,U,R,4th
Does not fly, but can block flying creatures. 2/4.						
Giant Turtle	SC	C	•	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Gift of the Woods	EC	C	•••	SVC	G	AI
If enchanted creature blocks or is blocked by any creatures, enchanted creature gets +0/+3 until end of turn and you gain one life. Two versions.						

Hidden Path	EN	R	•••	RAI	GGGG2	DK
All green creatures gain forestwalk.						
Hornet Cobra	SC	C	•	SEv	GG1	LG
First strike. 2/1.						
Hot Springs	EL	R	••	NLe	G1	IA
0: Tap land Hot Springs enchants to prevent 1 damage to any target.						
Hungry Mist	SC	C	•••	HHu	GG2	HL
6/2. During your upkeep, pay GG or bury Hungry Mist. Two versions.						
Hurricane	SOR	U	••••	DWi	GX	A,B,U,R,4th,IA
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	•••	DFr	G2	A,B,U
Destroy any one land.						
Ichneumon Druid	SC	U	•	MBe	GG1	LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.						
Iff-Biff Eftreet	SC	R	••••	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Instill Energy	EC	U	••	DWi	G	A,B,U,R,4th
Untap target creature one extra time per turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	••	JMy	G4	A,B,U,R,4th
3/5.						
Johtull Wurm	SC	U	•••	DGe	G5	IA
Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.						
Joven's Ferrets	SC	C	•••	AWe	G	HL
If Joven's Ferrets attack, opponent gets +0/+2 until end of turn. At end of combat, tap all creatures which blocked Joven's Ferrets. These don't untap as normal during their controller's next untap phase. 1/1.						
Juniper Order Druid	SC	C	•••	JMe	G2	IA
T: Untap a land of your choice at the speed of an interrupt. 1/1.						
Kaysa	SL	R	•••	RGU	GG3	AI
All green creatures you control get +1/+1. 2/3.						
Killer Bees	SC	U	•••	PFo	GG1	LG,4th
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
Kudzu	EL	R	•	MPo	GG1	A,B,U,R
When target land is tapped, it's destroyed. Unless it was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.						
Land Leeches	SC	C	••	QHo	GG1	DK,4th
First strike. 2/2.						
Leaping Lizard	SC	C	••	AWe	GG1	HL
1G: Flying and -0/-1 until the end of turn.						
Ley Druid	SC	U	•••	SEv	G2	A,B,U,R,4th
T: Untap a land of your choice (play as an interrupt). 1/1.						
Lhurgoyf	SC	R	••••	PVe	GG2	IA
* equals the total number of creatures in all graveyards. */*+1.						
Lifeforce	EN	U	•••	DWi	GG	A,B,U,R,4th
GG: Counter a black spell as it is being cast (play as an interrupt).						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Lifelace Changes the color of one card in play to green.	INT	R	••	AWe	G	A,B,U,R,4th	Regrowth Bring a card from your graveyard into your hand.	SOR	U	•••••	DWf	G1	A,B,U,R	Spitting Slug G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.	SC	U	••	AMa	GG1	DK	
Living Artifact Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	•••	AMa	G	A,B,U,R,4th	Reincarnation If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.	INS	U	•••	EBe	GG1	LG	Splintering Wind 2G: Splintering Wind deals one damage to target creature. Put a Splinter token into play. Treat this token as a 1/1 green creature with flying and CU: G. If this token leaves play, it deals one damage to you and to each creature you control.	EN	C	•••	RSp	GG2	AI	
Living Lands Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	•••	JMy	G3	A,B,U,R,4th	Renewal Sacrifice a land to search your library and put a basic land into play. This doesn't count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at beginning of the next turn's upkeep.	SOR	C	•	KFo	G2	HL	Spore Cloud Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.	INS	C	•••	Multi	GG1	FE	
Living Plane Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	•••	BWa	GG	LG	Revelation Play with all cards in hand face up.	EW	R	••	KFo	G	LG, CH	Spore Flower Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.	SC	U	••	MOK	GG	FE	
Llanowar Elves T: Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4th	Rime Dryad Snow-covered forestwalk. 1/2.	SC	C	••	HHu	G	IA	Stampe All attacking creatures get trample and +1/+0 until end of turn.	INS	R	•••	JMe	GG1	IA	
Lure All creatures that can block target creature must do so.	EC	U	•••	AMa	GG1	A,B,U,R,4TH,IA	Ritual of Subdual CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.	EN	R	••	JHa	GG4	IA	Storm Seeker Do 1 point of damage to opponent for every card he has in hand.	INS	U	••••	MPo	G3	LG, CH	
Lurker Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.	SC	R	•••	AMa	G2	DK	Root Spider If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.	SC	U	•	MKi	G3	HL	Stream of Life Target player gains X life.	SOR	C	•••	MPo	GX	A,B,U,R,4th	
Maddening Wind CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC	U	••	DWf	G2	IA	Rust Tap target creature without flying. That creature does not untap during its controller's untap phase.	INT	C	•	LDa	G	LG	Stunted Growth Target player must choose three cards from his hand and put them on top of his library in any order.	SOR	R	•••	Nth	GG3	IA	
Mammoth Harness Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.	EC	R	•	MBe	G3	HL	Rysorian Badger If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.	SC	R	••	HHu	G2	HL	Subdue Target creature deals no damage. It gains X toughness, where X equals its casting cost.	INS	C	••	BSn	G	LG	
Marsh Viper Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he has 10 or more poison counters. 1/2.	SC	C	••	RSp	G3	DK,4th	Sandstorm Do one damage to all attacking creatures.	INS	C	••	BSn	G	AN,4th	Sylvan Library You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.	EN	R	••••	HMc	G1	LG,4th	
Master of the Hunt GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	•••	JMe	GG2	LG	Savaen Elves GG, T: Destroy target enchant land. 1/1.	SC	C	•	RSp	G	DK	Sylvan Paradise Change the color of one or more target creatures to green until end of turn.	INS	U	•	RAF	G	LG	
Metamorphosis Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.	SOR	C	•	CRu	G	AN, CH	Scaled Wurm 7/6.	SC	C	••	DGe	G7	IA	Tarpan You gain 1 life if Tarpan goes to the graveyard from play. 1/1.	SC	C	••	MOK	G	IA	
Moss Monster 3/6.	SC	C	••	JMy	GG2	LG	Scarwood Bandits Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying two. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.	SC	R	•••	MPo	GG2	DK	Taste of Paradise Gain three life. Gain three life for each G1 you pay in addition to the casting cost. Two versions.	SOR	C	•••	LSn	G3	AI	
Nafs Asp If Nafs Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.	SC	C	••	CRu	G	AN,4th	Scarwood Hag GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.	SC	U	•••	AMa	G1	DK	Thallid Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.	SC	C	•••	Multi	G	FE	
Natural Selection Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	•	MPo	G	A,B,U	Scavenger Folk G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.	SC	C	•••	DDe	G	DK, CH								
Nature's Chosen Play on a creature you control. O: Untap enchanted creature. Use this ability only during your turn and only once each turn. O: Tap enchanted creature to untap target artifact, creature or land. Use this ability only if enchanted creature is white and only once each turn.	EC	U	•••	RGu	G	AI															
Nature's Lore Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	•••	REm	G1	IA															
Nature's Wrath During your upkeep, pay G or bury Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.	EN	R	••••	LDa	GG4	AI															
Niall Silvain GGGG, T: Regenerate target creature. 2/2.	SC	R	••	CRu	GGG	DK															
Night Soil 1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, HHu, DTu.	EN	C	•••	Multi	GG	FE															
Pale Bears Islandwalk. 2/2.	SC	R	•••	AWa	G2	IA															
People of the Woods * = number of forests controlled by controller of People of the Woods. 1/*.	SC	U	••	DTu	GG	DK															
Pixie Queen GGG, T: Give target creature flying until end of turn. 1/1.	SC	R	••	QHo	GG2	LG															
Powerleech Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.	EN	U	•••	CRu	GG	AQ															
Pradesh Gypsies G1, T: Give target creature -2/-0 until end of turn. 1/1.	SC	C	••	QHo	G2	LG,4th															
Primal Order During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.	EN	R	••••	RAI	GG2	HL															
Pygmy Allosaurus Swampwalk. 2/2.	SC	R	•••	AMa	G2	IA															
Pyknite Draw a card at the beginning of the turn after Pyknite comes into play. 1/1.	SC	C	••	EBe	G2	IA															
Rabid Wombat Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.	SC	U	•••	KFo	GG2	LG, CH															
Radjan Spirit T: Target creature loses flying ability until turn ends. 3/2.	SC	U	•••	CRu	G3	LG,4th															
Rebirth Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.	SOR	R	••	MTe	GGG3	LG,4th															
Regeneration G: Target creature regenerates.	EC	C	••	QHo	G1	A,B,U,R,4TH,IA															



MANA DRAIN MAHAMOTI DJINN

Mana Drain and Mahamoti Djinn: Its countering ability alone makes Mana Drain a great spell, but its ability to give you fast mana is even better. Many decks using Mana Drain turn your opponent's best draws into your good fortune. So your opponent got a second-turn Shivan? Drain it and use the mana for your own big nasty.

Scrib Sprites Flying. 1/1.	SC	C	••	AWa	G	A,B,U,R,4th
Shambling Strider GR: +1/-1 until end of turn. 5/5.	SC	C	•••	DSh	GG4	IA
Shanodin Dryads Forestwalk. 1/1.	SC	C	••	AMa	G	A,B,U,R,4th
Shelkin Brownie T: Remove banding ability from target creature until end of turn. 1/1.	SC	C	•	DSh	G1	LG
Shrink Target creature gets -5/-0 until the end of turn. Two versions.	INS	C	••	LDa	G	HL
Singing Tree T: Reduce attacking creature's power to 0 until end of turn. 0/3.	SC	R	•••	RAI	G3	AN
Snowblind Target creature gets -*/-*. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below one this way.	EC	R	•	DSh	G3	IA
Spectral Bears If Spectral Bears is declared as an attacker and defending player controls no black cards, Spectral Bears do not untap during controller's next untap phase. 3/3.	SC	U	•••	PMo	G1	HL

Thallid Devourer Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.	SC	U	••	RSp	GG1	FE
Thelinite Druid G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.	SC	U	•••	MOK	G2	FE
Thelinite Monk T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.	SC	R	•••	BWa	GG2	FE
Thelon's Chant Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.	EN	U	••	MBe	GG1	FE
Thelon's Curse Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.	EN	R	••	PVe	GG	FE
Thermokarst Destroy target land. You gain one life if that land is snow-covered.	SOR	U	•••	KMe	GG1	IA



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Thicket Basilisk	SC	U	•••	Dfr	GG3	A,B,U,R,4th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Thorn Thallid	SC	C	•••	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.						
Thoughtleech	EN	U	•••	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	••	MBe	G	A,B,U,R,4th
Bands. 1/1.						
Tinder Wall	SC	C	••••	REm	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.						
Titania's Song	EN	U	•••	KKa	G3	AQ,R,4th
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Tornado	EN	R	•	SVC	G4	AI
CU: G. G2: Pay three life for each velocity counter on Tornado. Destroy target permanent and put a velocity counter on Tornado. Use this ability only once each turn. Effects that prevent or redirect damage cannot be used to counter this loss of life.						
Touch of Vitae	INS	U	••	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the tap symbol this turn. Draw a card at the beginning of the next turn.						
Tracker	SC	R	•••	JMe	GG1	DK
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
Trailblazer	INS	R	•••	JBa	GG2	IA
Target creature may not be blocked this turn.						
Tranquility	SOR	C	••••	DSh	G2	A,B,U,R,4th
Destroy all enchantments in play.						
Tsunami	SOR	U	•••	RTh	G3	A,B,U,R,4th
Destroy all islands in play.						
Typhoon	SOR	R	••	AMa	G2	LG
Do 1 damage to opponent for each island he controls.						
Undergrowth	INS	C	••	PMo	G	AI
No creatures deal damage in combat this turn. If you pay R2 in addition to casting cost, Undergrowth doesn't affect red creatures. Two versions.						
Untamed Wilds	SOR	U	•••	NTh	G2	LG,4th
Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.						
Venom	EC	C	•••	TWä	GG1	DK,4th
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venomous Breath	INS	U	•••	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	••	KBr	GG1	A,B,U,R,4th
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	••	AMa	G2	A,B,U,R,4th
G: Regenerates. 2/3.						
Wall of Ice	SC	U	••	RTh	G2	A,B,U,R,4th
0/7.						
Wall of Pine Needles	SC	U	••	BSn	G3	IA
G: Regenerate. 3/3.						
Wall of Wood	SC	C	•	MTe	G	A,B,U,R,4th
0/3.						
Wanderlust	EC	U	••	CBR	G2	A,B,U,R,4th
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	•••	JMa	G3	A,B,U,R,4th
Trample. 3/3.						
Web	EC	R	•••	RAI	G	A,B,U,R,4th
Target creature gains +0/+2 and may block flying creatures.						
Whippoorwill	SC	U	•••	DSh	G	DK
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Whirling Dervish	SC	U	•••	SVC	GG	LG,4th
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						
Whip Vine	SC	C	••	LWi	G2	AI
Can block creatures with flying. You may choose not to untap Whip Vine during your untap phase. T: Tap target creature with flying blocked by Whip Vine. Creature does not untap during its controller's untap phase as long as WV remains tapped. Two versions. 1/4.						
Whiteout	INS	U	•••	Nth	G1	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Witigo	SC	R	••	MBe	GGG3	IA
Put six +1/+1 counters on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0.						
Wild Growth	EL	C	••	MRa	G	A,B,U,R,4th,IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Willow Faerie	SC	C	••	SVC	G1	HL
Flying. 1/2.						
Willow Priestess	SC	R	•••	SVC	GG2	HL
T: Take Faerie from your hand and put it directly into play as if it were just summoned. G2: Target green creature gains protection from black until the end of turn. 2/2.						
Willow Satyr	SC	R	••	JMe	GG2	LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
Winter Blast	SOR	U	•••	KFo	GX	LG,4th
Tap X target creatures. Do two damage to each target creature with flying.						
Wolverine Pack	SC	C	••	JMe	GG2	LG
Rampage: 2. 2/4.						
Wood Elemental	SC	R	•	BSn	G3	LG
* = the number of untapped forests you sacrificed when casting Wood Elemental. */*.						
Woolly Mammoths	SC	C	••	Dfr	GG1	IA
Gains trample if you control any snow-covered lands. 3/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Ambush	INS	C	••	ARa	3R	HL
All blocking creatures get first strike.						
Ambush Party	SC	C	••	PoR	4	HL
First strike. May attack the turn it comes into play on your side. Two versions. 3/1.						
An-Zerrin Ruins	EN	R	••	DDe	RR2	HL
Choose a creature type. That creature type does not untap during untap phase.						
Anaba Ancestor	SC	R	••	AMa	R1	HL
T: Target Minotaur gets +1/+1 till end of turn.						
Anaba Bodyguard	SC	C	••	AMa	R3	HL
First strike. Two versions. 2/3.						
Anaba Shaman	SC	C	•••	AMa	R3	HL
R, T: Anaba Shaman deals 1 damage to target creature or player. Two versions. 2/2.						
Anaba Spirit Crafter	SC	R	••	AMa	RR2	HL
All minotaurs are +2/+0. 1/3.						
Anarchy	SOR	U	••••	PFo	RR2	IA
Destroy all white permanents.						
Artifact Blast	INT	C	•	MPo	R	AQ
Counter any artifact as it is being cast.						
Atog	SC	C	•••	JMy	R1	AQ,R
0: +2/+2; sacrifice one of your artifacts in play. 1/2.						
Avalanche	SOR	U	•	BSn	RR2X	IA
Destroy X snow-covered lands.						
Backdraft	INS	U	••	BSn	R1	LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.						



THE ABYSS



JUGGERNAUT

The Abyss and Juggernaut: Creatureless decks abound in Type I. That is, decks with nothing but artifact creatures abound, and the reason why is The Abyss. In the right deck, The Abyss is an incredibly potent card, as it picks off all of your opponent's creatures while leaving your artifact buddies alone. Hey, whoever said life is fair?

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Woolly Spider	SC	C	•••	DGe	GG1	IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.						
Wormwood Treefolk	SC	R	•••	JMy	GG3	DK
BB: Give Wormwood Treefolk forestwalk until end of turn and take 2 damage GG: Give Wormwood Treefolk swampwalk until end of turn and take two damage. 4/4.						
Wyulu Wolf	SC	C	••	SVC	G1	AN
T: Give a creature +1/+1 until end of turn. 1/1.						
Yavimaya Ancients	SC	C	••	QHo	GG3	AI
G: +1/-2 until end of turn. Two versions. 2/7.						
Yavimaya Ants	SC	U	••••	PMo	GG2	AI
Trample. CU: GG. Yavimaya Ants can attack the turn it comes into play on your side. 5/1.						
Yavimaya Gnats	SC	U	•••	Dfr	G2	IA
Flying. G: Regenerate. 0/1.						

RED

Active Volcano	INS	C	•	BSn	R	LG, CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
Arathi Berserker	SC	U	••	MBe	RRR2	LG
Rampage: 3. 2/4.						
Agent of Stromgald	SC	C	••	ARa	R	AI
R: Add B to your mana pool. Play this ability as an interrupt. Two versions. 1/1.						
Aggression	EC	U	•••	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Aladdin	SC	R	•••	JBa	RR2	AN, CH
RR1: Steal an artifact. 1/1.						
Ali Baba	SC	U	••	JBa	R	AN,4th
R: Tap a wall. 1/1.						
Aliban's Tower	INS	C	••	JMe	1R	HL
Target defending creature gains +3/+1 till end of turn. Two versions.						
Ali from Cairo	SC	R	••••	MPo	RR2	AN
You cannot be reduced below one life due to damage while Ali is in play. 0/1.						

Balduvian Barbarians	SC	C	••	MPo	RR1	IA
3/2.						
Balduvian Horde	SC	R	••••	BSn	RR2	AI
When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde. 5/5.						
Balduvian Hydra	SC	R	••	MBe	RRX	IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.						
Balduvian War-Makers	SC	C	••	MKi	R4	AI
Rampage: 1. Balduvian War-Makers can attack the turn it comes into play on your side. Two versions. 3/3.						
Ball Lightning	SC	R	•••	QHo	RRR	DK,4th
Trample. Ball Lightning may attack in turn in which it is summoned. Bury Ball Lightning at end of turn in which it was summoned. 6/1.						
Barbarian Guides	SC	C	••	RTh	R2	IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.						
Battle Frenzy	INS	C	•••	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Beasts of Bogardan	SC	U	•••	DGe	R4	LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						
Bestial Fury	EC	C	•••	MRa	R2	AI
Draw a card at the beginning of the upkeep of the turn after Bestial Fury comes into play. If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Two versions.						
Bird Maiden	SC	C	••	KFo	R2	AN,4th
Flying. 1/2.						
Blazing Effigy	SC	C	••	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature plus additive effects. 0/3.						
Blood Lust	INS	C	•••	AMa	R1	LG,4th
Make target creatures +4/-4 until end of turn. This makes toughness no lower than one.						
Blood Moon	EN	R	••••	TWä	R2	DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Bone Shaman B: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.	SC	C	••	AMa	RR2	IA	Detonate Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate can't be regenerated.	SOR	U	•••	RAF	RX	AQ,4th	Evaporate Deal 1 damage to each blue and white creature.	SOR	U	••	ARa	R2	HL
Brand of Ill Omen CU: R: Target creature's controller may not cast summon spells.	EC	R	••	RAI	R3	IA	Disharmony Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.	INS	R	••	BWa	R2	LG	Falling Star From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.	SOR	R	•	DSH	R2	LG
Brassclaw Orcs Cannot be assigned to block creatures of power greater than one. Artists: RAI (Two versions), DFr, HHu. 3/2.	SC	C	••	Multi	R2	FE	Disintegrate Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.	SOR	C	••••	AMa	RX	A,B,U,R,4th	False Orders Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	••••	AMa	R	A,B,U
Brothers of Fire RR1: Do one damage to any target as well as one damage to you. 2/2.	SC	C	••	MTe	RR1	DK,4th								Feint Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	•	BSn	R	LG
Brute, The Target creature gains +1/+0. RRR: Regenerates.	EC	C	••	MPo	R1	LG,4th								Fireball Do X damage, divided evenly among any number of targets (round down). Pay one for each target beyond the first.	SOR	C	••••	MTe	RX	A,B,U,R,4th



ANIMATE DEAD



SCALED WURM

Animate Dead and Scaled Wurm: The re-animator deck relies on getting huge creatures into the graveyard and then putting them into play with cards like Animate Dead and Dance of the Dead. Just draw an eighth card, drop a biggie into the graveyard, pull it back out with Animate/Dance of the Dead and then go to town.

Burnout Counter target spell if it is blue. Draw a card at the beginning of the next turn's upkeep.	INT	U	•••	MRa	R1	AI
Burrowing Target creature gains mountainwalk.	EC	C	••	MPo	R	A,B,U,R,4th
Cave People Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.	SC	U	••	DTu	RR1	DK,4th
Caverns of Despair No player may attack with more than two creatures, nor block with more than two creatures, per turn.	EN	R	••	HMc	RR2	LG
Chain Lightning Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his choosing.	SOR	C	••••	SEv	R	LG
Chandler RRR, T: Destroy target artifact creature. 3/3.	SL	C	••	DSH	R4	HL
Chaos Harlequin R: Remove the top card of your library from the game. If that card is a land, Chaos Harlequin gets -4/0 until end of turn; otherwise, Chaos Harlequin gets +2/+0 until end of turn. 2/4.	SC	R	••	ARa	RR2	AI
Chaoslace Changes the color of a card being played or in play to red.	INT	R	•	DWi	R	A,B,U,R,4th
Chaos Lord First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.	SC	R	••	BSn	RRR4	IA
Chaos Moon Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.	EN	R	••	DTu	R3	IA
Conquer Take control of target land.	EL	U	•••	RGa	RR3	IA
Crevasse Creatures with mountainwalk may be blocked.	EN	U	•	RAI	R2	LG
Crimson Kobolds Crimson Kobolds are red creatures. 0/1.	SC	C	•	AMa	0	LG
Crimson Manticore Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.	SC	R	••	DGe	RR2	LG,4th
Crookshank Kobolds Crookshank Kobolds are red creatures. 0/1.	SC	C	•	CRu	0	LG
Curse of Marit Lage Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.	EN	R	•••	AWe	RR3	IA
Death Spark Death Spark deals one damage to target creature or player. At the end of upkeep, if Death Spark is in your graveyard with a creature card directly above it, you may pay one to put Death Spark into your hand.	INS	U	••	MTe	R	AI
Desert Nomads Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	••	CRu	R2	AN

Dragon Whelp Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	•••	AWe	RR2	A,B,U,R,4th
Dwarven Armorer R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	••	BWa	R	FE
Dwarven Armory 2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	•••	RTh	RR2	IA
Dwarven Catapult Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	••	JMe	RX	FE
Dwarven Demolition Team T: Destroy a wall. 1/1.	SC	U	••	KBr	R2	A,B,U
Dwarven Lieutenant R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	••	JMe	RR	FE
Dwarven Pony R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.	SC	R	•	MOK	R	HL
Dwarven Sea Clan T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.	SC	U	••	AWe	R2	HL
Dwarven Soldier If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF, OSH. 2/1.	SC	C	••	DSH	R1	FE
Dwarven Song Change color of any number of target creatures to red until end of turn.	INS	U	•	DFr	R	LG
Dwarven Trader Two versions. 1/1.	SC	C	•	MOK	R	HL
Dwarven Warriors T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	•••	DSH	R2	A,B,U,R,4th
Dwarven Weaponsmith T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.	SC	U	••	MPo	R1	AQ,R
Earthbind Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	••	QHo	R	A,B,U,R
Earth Elemental 4/5.	SC	U	••	DFr	RR3	A,B,U,R,4th
Earthquake Do X damage to all players and non-flying creatures in play.	SOR	R	••••	DFr	RX	A,B,U,R,4th
Enslaved Scout 2: Mountainwalk until end of turn. Two versions. 2/2.	SC	C	••	RGu	R2	AI
Eron the Relentless RRR: Regenerates. Can attack turn it comes into play on your side. 5/2.	SL	U	••••	CRu	RR3	HL
Errantry Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.	EC	C	•••	LWi	R1	IA
Eternal Flame Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.	SOR	R	•	MPo	RR1	DK
Eternal Warrior Target creature does not tap to attack.	EC	C	••••	AMa	R	LG,4th

Frost Giant Rampage: 2. 4/4.	SC	U	••	DGe	RRR3	LG
Game of Chaos Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.	SOR	R	••	DTu	RRR	IA
Giant Strength Make target creature +2/+2.	EC	C	•••	JHa	RR	LG,4th
Glacial Crevasses 0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.	EN	R	••	MRa	R2	IA
Glyph of Destruction Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	•	SVC	R	LG
Goblin Artisans If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.	SC	U	•	JBa	R	AQ,CH
Goblin Balloon Brigade R: Gains flying until end of turn. 1/1.	SC	U	•••	ARu	R	A,B,U,R,4th
Goblin Caves If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	••	DTu	RR1	DK
Goblin Chirurgeon Sacrifice a Goblin to regenerate a creature. Artists: PFO, DFr, DGe. 0/2.	SC	C	•	Multi	R	FE
Goblin Digging Team T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	•	RSp	R	DK
Goblin Flotilla Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.	SC	R	•••	TWa	R2	FE
Goblin Grenade Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp. 2/2.	SOR	C	•••	Multi	R	FE
Goblin Hero 2/2.	SC	C	••	MTe	R2	DK
Goblin King While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	••	JMy	RR1	A,B,U,R,4th
Goblin Kites R: Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	••	AMa	R1	FE
Goblin Mutant Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than two. 5/3.	SC	U	•••	DGe	RR2	IA
Goblin Rock Sled Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.	SC	C	•	DDe	R1	DK,4th
Goblin Sappers RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.	SC	C	••	JMe	R1	IA



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin Shrine	EL	C	••	RSp	RR1	DK, CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.						
Goblin Ski Patrol	SC	C	•	MPo	R1	IA
R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.						
Goblins of the Flag	SC	C	•••	TWä	R	DK, CH
Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.						
Goblin Snowman	SC	U	••	DGe	R3	IA
Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.						
Goblin War Drums	EN	C	•••	Multi	R2	FE
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HHU, RKF, JMe.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Immolation	EC	C	•••	SKi	R	LG, 4th
Make target creature +2/-2.						
Imposing Visage	EC	C	••	PfO	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Incinerate	INS	C	•••••	MPo	R1	IA
Do three damage to any target. Creatures damaged by Incinerate may not regenerate.						
Inferno	INS	R	•••	RAF	RR5	DK, 4th
Do 6 damage to all players and all creatures.						
Ironclaw Curse	EC	R	••	DDe	R	HL
Target creature gets -0/-1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness Ironclaw Curse enchants.						
Ironclaw Orcs	SC	C	•••	AMa	R1	A,B,U,4th
May only block creatures of power equaling 1 or less. 2/2.						
Jokulhaups	SOR	R	••••	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
Joven	SL	C	••	DSh	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3.						
Karplusan Giant	SC	U	••	DGe	R6	IA
O: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.						
Karplusan Yeti	SC	R	•••	QHo	RR3	IA
T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3.						
Keldon Warlord	SC	U	••	KBr	RR2	A,B,U,R,4th
Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Melting	EN	U	••	RGa	R3	IA
All snow-covered lands turn into non-snow-covered lands of same type.						
Meteor Shower	SOR	C	•••	REm	RXX	IA
Meteor Shower does X+1 damage divided any way you choose to any number of targets.						
Mijae Djinn	SC	R	•••	SVC	RRR	AN,R
If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.						
Mons's Goblin Raiders	SC	C	•	JMe	R	A,B,U,R,4th
1/1.						
Mountain Goat	SC	C	•••	CBr	R	IA
Mountainwalk. 1/1.						
Mountain Yeti	SC	C	•••	Dfr	RR2	LG, CH
Mountainwalk, protection from white. 3/3.						
Mudslide	EN	R	••	BSn	R2	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.						
Nalathni Dragon	SC	R	••	MWe	RR2	PR
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.						
Omen of Fire	INS	R	•••	PVe	RR3	AI
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.						
Orc General	SC	U	•	JMy	R2	DK
T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.						
Orcish Artillery	SC	U	•••	AMa	RR1	A,B,U,R,4th
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.						
Orcish Cannoneers	SC	U	•••	Dfr	RR1	IA
T: Does 2 damage to any target and 3 damage to you. 1/3.						
Orcish Captain	SC	U	••	MTe	R	FE
T: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.						
Orcish Conscripts	SC	C	•	DSh	R	IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.						
Orcish Farmer	SC	C	•••	Dfr	RR1	IA
T: Turn target land into a swamp until its controller's next untap phase. 2/2.						
Orcish Healer	SC	U	••	QHo	RR	IA
RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.						
Orcish Librarian	SC	R	•••	PfO	R1	IA
R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.						
Orcish Lumberjack	SC	C	••••	Dfr	R	IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.						
Orcish Mechanics	SC	C	••	PVe	R2	AQ
T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.						
Orcish Mine	EL	U	••	Kfo	RR1	HL
When Orcish Mine comes into play, place three ore counters on it. During upkeep remove one counter when ever target land is tapped. Destroy land Orcish Mine enchants when last counter is removed. Orcish Mine Deals 2 damage to land's controller.						
Orcish Oriflamme	EN	U	•••	Dfr	R3	A,B,U,R,4th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.						
Orcish Spy	SC	C	•••	Multi	R	FE
T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.						
Orcish Squatters	SC	R	•••	RKF	R4	IA
If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3.						
Orcish Veteran	SC	C	•••	Multi	R2	FE
Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.						
Orgg	SC	R	••••	DGe	RR3	FE
Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creatures of power greater than 2. 6/6.						
Panic	INS	C	••	MKi	R	IA
Target creature may not block this turn. Draw a card at the beginning of the next turn.						
Pillage	SOR	U	••••	RKF	RR1	AI
Bury target artifact or land.						
Power Surge	EN	R	••	DSh	RR	A,B,U,R,4th
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.						
Primitive Justice	SOR	U	•••	AWa	R1	AI
Destroy target artifact. Destroy a target artifact for each 1R you pay in addition to the casting cost. Destroy a target artifact and gain one life for each G1 you pay in addition to the casting cost.						
Primordial Ooze	SC	U	••	SEv	R	LG, CH
Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.						



SERENDIB EFREET

SPIRIT LINK

Serendib Efreet and Spirit Link: For only three mana, the Serendib Efreet is one of the best bargains in the game. It's flying and it can't be bolted! Spirit Link is a great creature stopper, but it can also be used to protect you from other "bite-the-hand-that-cast-you" beasts.

Serendib Efreet?!? Screw that misprinted loser. Give me some Spirit Links if you wanna see some real fireworks. And blue's a wussboy color anyway.

Goblin Warrens	EN	R	•••	Dfr	R2	FE
R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.						
Goblin Wizard	SC	U	••	DGe	RR2	DK
T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.						
Gorilla Shaman	SC	U	••••	AWa	R	AI
XX1: Destroy target non-creature artifact with casting cost equal to X. Two versions. 1/1.						
Gorilla War Cry	INS	C	•	BWa	R1	AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen. Two versions.						
Granite Gargoyle	SC	R	•••	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2.						
Gravity Sphere	EW	R	•••	BSn	R2	LG
All creatures lose flying ability.						
Gray Ogre	SC	C	•	Dfr	R2	A,B,U,R,4th
2/2.						
Grizzled Wolverine	SC	C	••	CBr	RR1	IA
R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.						
Guerrilla Tactics	INS	C	•••	RAF	R1	AI
Guerrilla Tactics deals two damage to target creature or player. If a spell or effect controlled by an opponent causes you to discard Guerrilla Tactics from your hand, reveal Guerrilla Tactics to all players, and it deals four damage to target creature or player. Two versions.						
Heart Wolf	SC	R	••	MOK	R3	HL
First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heart Wolf. Use this ability only when attack or defense is announced. 2/2.						
Hill Giant	SC	C	••	Dfr	R3	A,B,U,R,4th
3/3.						
Hurloon Minotaur	SC	C	••	AMa	RR1	A,B,U,R,4th
2/3.						
Hurr Jackal	SC	R	••	DTu	R	AN,4th
T: Prevent creature from regenerating this turn. 1/1.						
Hyperion Blacksmith	SC	U	••	Dfr	RR1	LG
T: Tap or untap target artifact opponent controls. 2/2.						

Kird Ape	SC	C	•••••	KMe	R	AN,R
Kird Ape gains +1/+2 while controller has forests in play. 1/1.						
Kobold Drill Sergeant	SC	U	•	JBa	R1	LG
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	•	JBa	R1	LG
First strike. Give all your Kobolds first strike. 1/2.						
Kobolds of Kher Keep	SC	C	•	JBa	0	LG
0/1.						
Kobold Taskmaster	SC	U	•	RAF	R1	LG
Give all your Kobolds +1/+0. 1/2.						
Land's Edge	EW	R	•••	BSn	RR1	LG, CH
Any player may discard a card from hand at any time and do two damage to a player of his choice if the card discarded is a land.						
Lava Burst	SOR	C	••••	TWä	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Lightning Bolt	INS	C	•••••	CRu	R	A,B,U,R,4th
Do 3 damage to one target.						
Magnetic Mountain	EN	R	••	SVC	RR1	AN,R,4th
To untap a blue creature, controller must spend four during upkeep in addition to other requirements. Big blue-deck killer!						
Manabarb	EN	R	•••	CRu	R3	A,B,U,R,4th
Do one damage to controller whenever he draws mana from any land.						
Mana Clash	SOR	R	••	MTe	R	DK,4th
Choose a target player. You and he should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.						
Mana Flare	EN	R	•••	CRu	R2	A,B,U,R,4th
Each land produces an extra mana of its normal type whenever it is tapped for mana.						
Márton Stromgold	SL	R	•••	MPo	RR2	IA
If Márton Stromgold attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Márton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.						
Melee	INS	U	••	DWi	R4	IA
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Pyroblast Counter target blue spell or destroy target blue permanent.	INT	C	●●●●	KFo	R	IA	Tunnel Bury one wall.	SOR	U	●	Dfr	R	A,B,U,R,4th	Alabaster Potion Give target player X life or prevent X damage to target creature or player.	INS	C	●●●	HMc	WWX	LG,4th
Pyroclasm Do 2 damage to each creature.	SOR	U	●●●●	Pmo	R1	IA	Two-Headed Giant of Foriys Trample. May block two creatures in combat. 4/4.	SC	R	●●●	AMa	R4	A,B,U	Amrou Kithkin Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.	SC	C	●●	QHo	WW	LG,4th
Pyrokinesis You may remove a red card in your hand from the game instead of paying Pyrokinesis's casting cost. Pyrokinesis deals four damage, divided any way you choose among any number of target creatures.	INS	U	●●●	RSp	RR4	AI	Uthden Troll R: Regenerates. 2/2.	SC	U	●●	DSh	R2	A,B,U,R,4th	Angelic Voices Give all creatures +1/+1 if you control only white or artifact creatures.	EN	R	●●●	JBa	WW2	LG,CH
Pyrotechnics Do 4 damage divided any way among any number of targets.	SOR	U	●●●	AMa	R4	LG,4th	Varchild's Crusader 0: Varchild Crusader cannot be blocked, except by walls this turn. Bury Varchild's Crusader at the end of turn. Two versions. 3/2.	SC	C	●●	MPo	R3	AI	Angry Mob Trample. During Angry Mob's controller's turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.	SC	U	●●●	DTu	WW2	DK,4th
Quarum Trench Gnomes T: Target plains produce 1 instead of W until end of game. 1/1.	SC	R	●●●	Dfr	R3	LG	Varchild's War-Riders Trample, rampage: 1. CU: Put a survivor taken into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.	SC	R	●●	SVC	R1	AI	Animate Wall Target wall may now attack.	EC	R	●	Dfr	W	A,B,U,R,4th
Raging Bull 2/2.	SC	C	●	RAF	R2	LG	Vertigo Do 2 damage to target flying creature, which loses flying until end of turn.	INS	U	●●●	DTu	R	IA	Arctic Foxes If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.	SC	C	●	MPo	W1	IA
Raging River When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	●●●	SEv	RR	A,B,U	Veteran's Voice Play on a creature you control. 0: Tap enchanted creature to give any other target creature +2/+1 until end of turn. Two versions.	EC	C	●●	ARu	R	AI	Arenson's Aura W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.	EN	C	●●●	NLe	W2	IA
Raiding Party Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.	EN	U	●●●	QHo	R2	FE	Wall of Dust Creatures blocked by Wall may not attack during opponent's next turn. 1/4.	SC	U	●	RTh	R2	LG,4th	Argivian Archaeologist 2, T: Bring an artifact from your graveyard to your hand. 1/1.	SC	R	●●●●	AWe	WW1	AQ
Red Elemental Blast Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.	INT	C	●●●●	RTh	R	A,B,U,R,4th	Wall of Earth 0/6.	SC	C	●●	RTh	R1	LG	Argivian Blacksmith T: Negate 2 damage to target artifact creature. 2/2.	SC	C	●	KKa	WW1	AQ
Retribution Choose two creatures controlled by opponent. Bury one of these creatures and put a -1/-1 counter on the other. That opponent chooses which creature is buried.	SOR	U	●●	MTe	RR2	HL	Wall of Fire R: +1/+0. 0/5.	SC	U	●●	RTh	RR1	A,B,U,R,4th	Armageddon Destroy all lands in play.	SOR	R	●●●●●	JMy	W3	A,B,U,R,4th
Rock Hydra Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.	SC	R	●●	JMe	R	A,B,U,R	Wall of Heat 2/6.	SC	C	●●	RTh	R2	LG,CH	Armor of Faith Target creature gains +1/+1. W: +0/+1.	EC	C	●●●	AMa	W	IA
Roc of Kher Ridges Flying. 3/3.	SC	R	●●●●	ARu	R3	A,B,U,R	Wall of Lava R: +1/+1 until end of turn. 1/3.	SC	U	●●	PVe	RR1	IA	Army of Allah +2/+0 to all attacking creatures until end of turn.	INS	C	●●●	BSn	WW1	AN
Rogue Skycaptain Flying. At the beginning of your upkeep, put a wage counter on Rogue Skycaptain. During your upkeep, pay two for each wage counter on Rogue Skycaptain, or remove all wage counter from Rogue Skycaptain and target opponent gains control of Rogue Skycaptain. 3/4.	SC	R	●●●	RAF	R2	AI	Wall of Opposition 1: +1/+0 until end of turn. 0/6.	SC	U	●●●	HMc	RR3	LG,CH	Artifact Ward Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.	EC	C	●●	DSh	W	AQ
Rukh Egg If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.	SC	C	●●●●	CRu	R3	AN	Wall of Stone 0/8.	SC	U	●●	Dfr	RR1	A,B,U,R,4th	Aysen Bureaucrats Tap target creature with power no greater than 2. 1/1.	SC	C	●●●	ARa	W1	HL
Sabretooth Tiger First strike. 2/1.	SC	C	●●	MBe	R2	IA	Wheel of Fortune All players must discard their hands and draw seven new cards.	SOR	R	●●●●●	DGe	R2	A,B,U,R	Aysen Crusader X equals number of heroes in play. 2+X/2+X.	SC	R	●●	NTh	WW2	HL
Sedge Troll B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.	SC	R	●●●	Dfr	R2	A,B,U,R	Windseeker Centaur Does not tap to attack. 2/2.	SC	R	●●	AMa	RR1	BOOK	Aysen Highway All white creatures gain plainswalk.	EN	R	●●	NTh	WWW3	HL
Shatter Destroy target artifact.	INS	C	●●●	AWe	R1	A,B,U,R,4TH,IA	Winds of Change All players must shuffle their hands into their libraries, then draw as many cards as they originally had.	SOR	R	●●●	JHa	R	LG,4th	Balance All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.	SOR	R	●●●●●	MPo	W1	A,B,U,R,4th
Shatterstorm Bury all artifacts in play. Artifact creatures may not be regenerated.	SOR	R	●●●	MPo	RR2	AQ,R	Winter Sky Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.	SOR	R	●●	MKi	R	HL	Battle Cry Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.	INS	U	●●	DSh	W2	IA
Shivan Dragon Flying. R: +1/+0. 5/5.	SC	R	●●●●	MBe	RR4	A,B,U,R,4th	Word of Blasting Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.	INS	U	●●	KMe	R1	IA	Beast Walkers G: Banding until end of turn. 1/1.	SC	R	●	HHu	WW1	HL
Sisters of the Flame T: Add R to your mana pool (play as an interrupt). 2/2.	SC	C	●●	JMy	RR1	DK,4th	Ydwen Efreet Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.	SC	R	●●	DTu	RRR	AN							
Smoke Each player may only untap one creature during untap phase.	EN	R	●●	JMy	RR	A,B,U,R,4th														
Soldier of Fortune RT: Target player shuffles his library. 1/1.	SC	U	●●●	DSh	R	AI														
Spinal Villain T: Destroy target blue creature. 1/2.	SC	R	●●●	AMa	R2	LG														
Stone Giant T: Give one of your creatures with toughness less than Stone Giant's power flying until end of turn. Target creature, which can increase its toughness after it gains flying ability, is killed at end of turn. 3/4.	SC	U	●●	DWi	RR2	A,B,U,R,4th														
Stonehands Target creature gains +0/+2. R: Gains +1/+0 until end of turn.	EC	C	●●●	Dfr	R2	IA														
Stone Rain Destroy any one land.	SOR	C	●●●	DGe	R2	A,B,U,R,4TH,IA														
Stone Spirit Stone Spirit cannot be blocked by flying creatures. 4/3.	SC	U	●●●	JMe	R4	IA														
Storm Shaman R: +1/+0 until end of turn. Two versions. 0/4.	SC	C	●●●	CHe	R2	AI														
Storm World Do 1 damage to any player for each card below 4 in hand during upkeep.	EW	R	●●	CRu	R	LG														
Tempest Efreet T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.	SC	R	●	NTh	RRR1	LG,4th														
Tor Giant 3/3.	SC	C	●●	DSh	R3	IA														
Total War Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.	EN	R	●●	DTu	R3	IA														



BLACK LOTUS



MOX PEARL

Black Lotus and Mox Pearl: Moxes are the staple cards of every single Type I deck, and with good reason. If it's sheer speed you want, nothing, we repeat, nothing beats the high-octane power of these monster cards. With a zero casting cost, these mana makers can make first turn Shivans and Serras a reality! Heck, mix in some Dark Rituals and you can have yourself a first- or second-turn win.

WHITE

Abbey Gargoyles Flying. Protection from red. 3/4.	SC	U	●●●	CRu	WWW2	HL
Abbey Matron W, T: +0/+3 till end of turn. Two versions. 1/3.	SC	C	●●	MKi	2WW	HL
Abu Ja'far If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.	SC	U	●●●	KMe	W	AN,CH
Adarkar Unicorn T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.	SC	C	●●	QHo	WW1	IA
Akron Legionnaire Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.	SC	R	●	MPo	WW6	LG,CH

Benalish Hero Bands. 1/1.	SC	C	●●●	DSh	W	A,B,U,R,4th
Black Scarab Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.	EC	U	●●	KFo	W	IA
Black Ward Target creature gains protection from black.	EC	U	●●	Dfr	W	A,B,U,R,4th
Blaze of Glory Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.	INS	R	●	RTh	W	A,B,U
Blessed Wine Gain 1 life. Draw a card at the beginning of the next turn.	INS	C	●●	KFo	W1	IA
Blessing W: +1/+1.	EC	R	●●●	JBa	WW	A,B,U,R,4th

Restricted Banned | 1 Restricted in type 1 only | 2 Restricted in type 2 only | ART Artifact | CR Current Rarity | CU Cumulative Upkeep | EA Enchant Artifact | EC Enchant Creature | EE Enchant Enchantment | EL Enchant Land | EN Enchantment | EW Enchant World | INS Instant | INT Interrupt | LAN Land | SC Summon Creature | SL Summon Legend | SOR Sorcery



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Blinking Spirit	SC	R	●●●●	LW1	W3	IA
O: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	●●	CRu	WWW	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	●●	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	●●	DFr	W	A,B,U,R,4th
Target creature gains protection from blue.						
Brainwash	EC	C	●●	PVe	W	DK,4th
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	●●●	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	●	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Caribou Range	EL	R	●●	RTp	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.						
Carrier Pigeons	SC	C	●	PMo	W3	AI
Flying. Draw a card at the beginning of the upkeep of the turn after Carrier Pigeons comes into play. Two versions. 1/1.						
Castle	EN	U	●●●	DWi	W3	A,B,U,R,4th
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	●●●	PVe	W1	AQ,4th
2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	●●●	JMy	W1	B,U,R,4TH,IA
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	●●●	DWi	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	●●●	SEv	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	●●●	MTe	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	●●●	DSh	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
Cleanse	SOR	R	●●●	PFo	WW2	LG
Destroy all black creatures in play.						
Cleansing	SOR	R	●●	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	●●	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
Cold Snap	EN	U	●	RGa	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.						
Combat Medic	SC	C	●●●	Multi	W2	FE
W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa,SVC. 0/2.						
Consecrate Land	EL	U	●●●	JMe	W	A,B,U
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	●●●	JMy	WW2	A,B,U,R,4th
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	●●	PFo	W2	IA
Target creature gains banding.						
Crusade	EN	R	●●●●	MPo	WW	A,B,U,R,4th
All white creatures gain +1/+1.						
D'Avenant Archer	SC	C	●●	DSh	W2	LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2.						
Damping Field	EN	U	●	JHa	W2	AQ
No one may untap more than one artifact in each of his own untap phases.						
Death Speakers	SC	U	●●	DSh	W	HL
W: Protection from black. 1/1.						
Death Ward	INS	C	●●	HMc	W	A,B,U,R,4th,IA
Regenerates target creature.						
Disenchant	INS	C	●●●●	BSn	W1	A,B,U,R,4th,IA
Destroy target enchantment or artifact.						
Divine Intervention	EN	R	●●	AWe	WW6	LG
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	●●●●	JMe	W1	LG
Destroy target artifact, gaining life equaling casting cost of artifact.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Divine Transformation	EC	U	●●●	NTh	WW2	LG,4th
Give target creature +3/+3.						
Drought	EN	U	●●●	Nth	WW2	IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
Dust to Dust	SOR	C	●●●	DTu	WW1	DK
Remove any two target artifacts from the game.						
Elder Land Wurm	SC	R	●	QHo	WWW4	LG,4th
Tromple. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Elvish Healer	SC	C	●●●	REm	W2	IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
Enchanted Being	SC	C	●	DSh	WW1	LG
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
Enduring Renewal	EN	R	●●●	HMc	WW2	IA
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						
Energy Storm	EN	R	●●●●	SEv	W1	IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.						
Equinox	EL	C	●●	SVC	W	LG
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Errand of Duty	INS	C	●●●	JBa	W1	AI
Put a Knight token into play. Treat this token as a 1/1 white creature with banding. Two versions.						
Exile	INS	R	●●●●	RAI	W2	AI
Remove target non-white attacking creature from the game. Gain life equal to that creature's toughness.						
Exorcist	SC	R	●●●	DTu	WW	DK
W1, T: Destroy target black creature. 1/1.						
Eye for an Eye	INS	R	●●●	MPo	WW	AN,R,4th
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Farmstead	EL	R	●	MPo	WWW	A,B,U,R
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
Farrel's Mantle	EC	U	●●●	AWa	W2	FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
Farrel's Zealot	SC	C	●●	Multi	WW1	FE
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.						
Farrelite Priest	SC	U	●	PFo	WW1	FE
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Fylgia	EC	C	●●●	EBe	W	IA
Put four healing counters on Fylgia when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.						
General Jarkeld	SL	R	●●	RTh	W3	IA
T: Exchange two blocking creatures without creating an illegal block. 1/2.						
Glyph of Life	INS	C	●	SVC	W	LG
Add to your life points damage done to target wall by attacking creatures.						
Great Defender	INS	U	●●	MPo	W	LG
Give target creature +0/+X until end of turn, where X is the creature's casting cost.						
Great Wall	EN	U	●	SEv	W2	LG
Creatures with plainswalk may be blocked.						
Greater Realm of Preservation	EN	U	●●●	NTh	W1	LG
W1: Prevent all damage to you from a red or black source.						
Green Scarab	EC	U	●●	NLe	W	IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
Green Ward	EC	U	●●	DFr	W	A,B,U,R,4th
Target creature gains protection from green.						
Guardian Angel	INS	C	●	AMa	WX	A,B,U,R
Negate X damage dealt to a target. Psst: put this card next to Paralyze.						
Hallowed Ground	EN	U	●●●	DSh	W1	IA
WW: Return a non-snow-covered land you control to its owner's hand.						
Hand of Justice	SC	R	●●●	MBe	W5	FE
T: Tap 3 target white creatures you control to destroy any target creature. 2/6.						
Hazduhr the Abbot	SC	R	●●	DFr	WW3	HL
X, T: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.						
Heal	INS	C	●●	MTe	W	IA
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.						
Healing Salve	INS	C	●●●	DFr	W	A,B,U,R,4th
Gain 3 life, or negate up to 3 damage dealt to a target.						
Heaven's Gate	INS	U	●●	DSh	W	LG
Change the color of one or more target creatures to white until end of turn.						
Heroism	EN	U	●	MPo	W2	FE
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.						
Hipparion	SC	U	●●	DWi	W1	IA
Hipparion cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.						
Holy Armor	EC	C	●●	MBe	W	A,B,U,R,4th
Target creature gains +0/+2. W: +0/+1.						
Holy Day	INS	C	●	JHa	W	LG
Creatures attack and block as normal but deal no damage.						
Holy Light	INS	C	●●●	DTu	W2	DK
Give all non-white creatures -1/-1 until end of turn.						



TINDER WALL



ORGG

Tinder Wall and Orgg: Speed is everything in tournament play, and Type II is no exception. Without cards like the Moxes and Black Lotus, players need to come up with clever ways of getting big things out in a hurry. With its cheap and effective mana boost, Tinder Wall can help you get the jump on your opponent. Get the mighty unwashed Orgg out fast enough and your opponent's in for a world of hurt.

Fasting	EN	U	●●	DSh	W	DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						
Festival	INS	C	●●	MPo	W	DK
Opponent may not declare an attack this turn. Play during opponent's upkeep.						
Fire and Brimstone	INS	U	●	JMe	WW3	DK
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.						
Formation	INS	R	●●	KMe	W1	IA
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.						
Fortified Area	EN	C	●●	RAF	WW1	LG
Give all your walls +1/+0 and banding.						

Holy Strength	EC	C	●●	AMa	W	A,B,U,R,4th
Target creature gains +1/+2.						
Icathian Infantry	SC	C	●●	Multi	W	FE
1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1.						
Icathian Javelineers	SC	C	●●●	Multi	W	FE
When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.						
Icathian Lieutenant	SC	R	●●	PVe	WW	FE
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
Icathian Moneychanger	SC	C	●●	Multi	W	FE
Lose 3 life when casting and put 3 counters on Icathian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu. 0/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Ice Age Phalanx	SC	U	••	KFo	W4	FE	2 Land Tax	EN	R	•••••	BSn	W	LG,4th	Petra Sphinx	SC	R	••	SEv	WW2	LG, CH	
Bands: 2/4.							If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.							T: Make target player name a card and then turn over the top card in his library. If the opponent's guess matches the card, it is put into his hand; otherwise, it goes to the graveyard. 3/4.							
Ice Age Priest	SC	U	••	DTu	W	FE	Leeches	SOR	R	•	ARa	WW1	HL	Piety	INS	C	•	MPo	W2	AN,4th	
WW1: Make target creature +1/+1 until end of turn. 1/1.							Target player removes all poison counters. Player takes 1 damage for each poison counter removed.							+0/+3 to all defending creatures until end of turn.							
Ice Age Scout	SC	C	••	Multi	W	FE	Lifblood	EN	R	•••	MTe	WW2	LG	Pikemen	SC	C	•••	DDe	W1	DK,4th	
T: Give target creature first strike until end of turn. Artists: RAI, PFo, RKF, DSh. 1/1.							Take 1 life whenever opponent taps a mountain.							Banding, first strike. 1/1.							
Ice Age Skirmisher	SC	R	••	HHu	W3	FE	Lightning Bolt	INS	R	••	HMc	W1	IA	Preacher	SC	R	•••	QHo	WW1	DK	
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.							Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.							T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.							
Ice Age Town	SOR	R	•••	TWu	W5	FE	Lost Order of Jarkeld	SC	R	••	ARu	WW2	IA	Presence of the Master	EN	U	••	PFo	W3	LG	
Put 4 Citizen tokens, which are 1/1 white creatures, in play.							* equals the number of creatures controlled by target opponent. 1+*/1+*.							Counter all new enchantments cast whenever Presence of the Master is in play.							
Indestructible Aura	INS	C	••	MPo	W	LG	Martyrdom	INS	C	••	MPo	WW1	AI	Prismatic Ward	EC	C	••	LWi	W1	IA	
Reduce to 0 all damage dealt to target creature until end of turn.							Until end of turn, you may redirect to target creature you control any amount of damage. Two versions.							Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.							
Infinite Authority	EC	R	••	DSh	WWW	LG, CH	Martyr's Cry	SOR	R	••	JMe	WW	DK	Prophecy	SOR	C	••	CRu	W	HL	
After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.							Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.							Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.							
Inheritance	EN	U	••	KFo	W	AI	Martyrs of Korlis	SC	U	•••	MOK	WW3	AQ	Purelace	INT	R	•	SEv	W	A,B,U,R,4th	
3: Draw a card. Use this ability only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.							Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.							Change the color of one card being played or in play to white.							
Island Sanctuary	EN	R	••	MPo	W1	A,B,U,R,4th	Mercenaries	SC	R	•	CBr	W3	IA	Rally	INS	C	••	HHu	WW	IA	
If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.							If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.							All blocking creatures gain +1/+1 until end of turn.							
Ivory Gargoyle	SC	R	••••	QHo	W4	AI	Mesa Falcon	SC	C	••	MPo	W1	HL	Rapid Fire	INS	R	•	JHa	W3	LG	
Flying. If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. 4W: Remove Ivory Gargoyle from the game. 2/2.							Flying. W1: +0/+1 until end of turn. Two versions. 1/1.							Give target creature first strike and rampage: 2 until end of turn. Play before defense is chosen.							
Ivory Guardians	SC	U	••	MBe	WW4	LG, CH	Mesa Pegasus	SC	C	•••	MBe	W1	A,B,U,R,4th	Rashka the Slayer	SL	U	••	CRu	WW3	HL	
Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3.							Flying, bands. 1/1.							Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.							
Jihad	EN	R	•••	BSn	WWW	AN															
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.																					
Juniper Order Advocate	SC	U	•••	DSh	W2	AI															
As long as Juniper Order Advocate is untapped, all green creatures you control get +1/+1. 1/2.																					
Justice	EN	U	•••	RTp	WW2	IA															
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.																					
Karma	EN	U	••••	RTh	WW2	A,B,U,R,4th															
Do 1 point of damage to a player for each swamp he has in play during his upkeep.																					
Keepers of the Faith	SC	C	•	DGe	WW1	LG, CH															
2/3.																					
Kelsinko Ranger	SC	C	••	MPo	W	IA															
W1: One green creature gains first strike until end of turn. 1/1.																					
King Suleiman	SC	R	••	MPo	W1	AN															
T: Destroy an Efreet or Djinn. 1/1.																					
Kismet	EN	U	•••	KFo	W3	LG,4th															
All opponent's creatures, lands, and artifacts enter play tapped.																					
Kjeldoran Elite Guard	SC	U	•••	MBe	W3	IA															
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.																					
Kjeldoran Escort	SC	C	•••	BWa	WW2	AI															
Banding. Two versions. 2/3.																					
Kjeldoran Guard	SC	C	••	AWa	W1	IA															
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.																					
Kjeldoran Home Guard	SC	U	••	ARu	W3	AI															
At the end of any combat in which Kjeldoran Home Guard attacked or blocked, put a -0/-1 counter on Kjeldoran Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.																					
Kjeldoran Knight	SC	R	•••	RSp	WW	IA															
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.																					
Kjeldoran Phalanx	SC	R	••	RKF	W5	IA															
First strike, banding. 2/5.																					
Kjeldoran Pride	EC	C	••	KFo	W1	AI															
Enchanted creature gets +1/+2. 2U: Switch Kjeldoran Pride from creature it enchants to another creature. Kjeldoran Pride's new target must be legal. Treat Kjeldoran Pride as though it were just cast on the new target. Two versions.																					
Kjeldoran Royal Guard	SC	R	•••	LWi	WW3	IA															
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.																					
Kjeldoran Skycaptain	SC	U	•••	MPo	W4	IA															
Flying, banding, first strike. 2/2.																					
Kjeldoran Skyknight	SC	C	•••	MPo	W2	IA															
Flying, banding, first strike. 1/1.																					
Kjeldoran Warrior	SC	C	•••	MPo	W	IA															
Banding. 1/1.																					
Knights of Thorn	SC	R	•••	CRu	W3	DK															
Protection from red, banding. 2/2.																					
Lance	EC	U	••	RAI	W	A,B,U,R															
Target creature gains first strike.																					



JOKULHAUPS



IVORY GARGOYLE

Jokulhaups and Ivory Gargoyle: A combo by itself, this is also the foundation of a popular *Ice Age/Alliances* deck style—the red/white trash, crash and burn. After knocking off everything in sight with Disenchants and Lightning Bolts, the *coup de grâce* is Jokulhaups, leaving you with a 2/2 flying attacker and your opponent with nothing.

Miracle Worker	SC	C	•	RSp	W	DK	Red Scarab	EC	U	•	SEv	W	IA
T: Destroy target enchantment on one of your creatures. 1/1.							Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
Moat	EN	R	••••	JMe	WW2	LG	Red Ward	EC	U	•	DFr	W	A,B,U,R,4th
Non-flying creatures cannot attack.							Target creature gains protection from red.						
Moorish Cavalry	SC	C	•••	DWi	WW2	AN	Reinforcements	INS	C	•••	DVi	W	AI
Trample. 3/3.							Put up to three target creature cards from your graveyard on top of your library in any order. Two versions.						
Morale	INS	C	••	MPo	WW1	DK, 4th	Remove Enchantments	INS	C	••	BSn	W	LG
Give all attacking creatures +1/+1 until end of turn.							Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.						
Noble Steeds	EN	C	••	RGU	W2	AI	Repentant Blacksmith	SC	C	•••	DTu	W1	AN, CH
1W: Target creature gains first strike until end of turn. Two versions.							Protection from red. 1/2.						
Northern Paladin	SC	R	•••	DSh	WW2	A,B,U,R,4th	Reprisal	INS	U	••••	RAF	W1	AI
WW, T: Destroy a black card in play. 3/3.							Bury target creature with power four or greater.						
Order of Leitbur	SC	C	••••	Multi	WW	FE	Resurrection	SOR	U	•••	DWi	WW2	A,B,U,R
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.							Take a creature from your graveyard and put it directly into play as if just summoned.						
Order of the Sacred Torch	SC	R	••••	RTp	WW1	IA	Reverse Damage	INS	R	••••	DWi	WW1	A,B,U,R,4th
T: Sacrifice 1 life to counter a black spell. 2/2.							All damage you have taken from any one source is added to, not subtracted from, your life total.						
Order of the White Shield	SC	U	••••	RTp	WW	IA	Reverse Polarity	INS	C	••	JHa	WW	AQ,R
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.			</										



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Royal Decree	EN	R	••	PVe	WW2	AI
CU: W. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Royal Decree deals one damage to that permanent's controller.						
Royal Herbalist	SC	C	••	DSh	W	AI
2: Remove the top card of your library from the game to gain one life. Two versions. 1/1.						
Sacred Boon	INS	U	•••	MRa	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.						
Samite Alchemist	SC	C	••	TWa	W3	HL
WW,T: Prevent up to 4 damage to a creature you control. Top creature. That creature does not untap during your next untap phase. Two versions. 0/2.						
Samite Healer	SC	C	•••	TWä	W1	A,B,U,R,4th
T: Prevent 1 damage to any target. 1/1.						
Savannah Lions	SC	R	••••	DGe	W	A,B,U,R,4th
2/1.						
Scars of the Veteran	INS	U	••••	Dfr	W4	AI
You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost. Prevent up to seven damage to target creature or player. For each one damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.						
Seasoned Tactician	SC	U	••	Dfr	W2	AI
3: Remove the top four cards of your library from the game to prevent all damage to you from one source. 1/3.						
Seeker	EC	C	••	MPo	WW2	LG,4th
Target creature may only be blocked by white or artifact creatures.						
Seraph	SC	R	•••	CRu	W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.						
Serra Angel	SC	U	•••••	DSh	WW3	A,B,U,R,4th
Flying. Does not tap to attack. 4/4.						
Serra Aviary	EW	R	•••	NLe	W3	HL
All creatures with flying get +1/+1.						
Serra Bestiary	EC	C	••	AMa	WW	HL
Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.						
Serra Inquisitors	SC	U	••	DDe	W4	HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.						
Serra Paladin	SC	C	•••	PVe	WW2	HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.						
Shahrazad	SOR	R	••	KFo	WW	AN
Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.						
Shield Bearer	SC	C	•	Dfr	W1	IA
Banding. 0/3.						
Shield Wall	INS	U	••	DSh	W1	LG, CH
Give all your creatures +0/+2 until end of turn.						
Snow Hound	SC	U	••	PMo	W2	IA
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.						
Soraya the Falconer	SL	R	••	DDe	WW1	HL
All falcons get +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.						
Spirit Link	EC	U	••••	KFo	W	LG,4th
Take 1 life for every point of damage target creature does.						
Spiritual Sanctuary	EN	R	•••	AWe	WW2	LG
Any player controlling plains takes 1 life during his upkeep.						
Squire	SC	C	•	DDe	W1	DK
1/2.						
Sustaining Spirit	SC	R	••	RGu	W1	AI
CU: W1. Any damage that would reduce your life total to less than one instead reduces it to one. 0/3						
Swords to Plowshares	INS	U	•••••	KFo	W	A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
Sworn Defender	SC	R	•••	DAG	WW2	AI
1: Change Sworn Defender's power to the toughness of target creature blocking or being blocked by Sworn Defender, minus 1, until end of turn. Change Sworn Defender's toughness to one plus the power of that creature, until end of turn. 1/3.						
Thunder Spirit	SC	R	••••	RAF	WW1	LG
Flying, first strike. 2/2.						
Tivadar's Crusade	SOR	U	•	DDe	WW1	DK
All Goblins are destroyed.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Trade Caravan	SC	C	•	KFo	W	HL
During your upkeep, put a currency counter on Trade Caravan. 0: Remove two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. Two versions. 1/1.						
Truce	INS	R	••	MBe	W2	HL
Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.						
Tundra Wolves	SC	C	••	QHo	W	LG,4th
First strike. 1/1.						
Unlikely Alliance	EN	U	•	PFo	W1	AI
W1: Target non-attacking, non-blocking creature gets +0/+2 until end of turn.						
Veteran Bodyguard	SC	R	•••	DSh	WW3	A,B,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.						
Visions	SOR	U	••	NTh	W	LG,4th
Look at the top five cards of any library, then reshuffle it if you so choose.						
Wall of Caltrops	SC	C	••	BSn	W1	LG
If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.						
Wall of Light	SC	U	••	RTh	W2	LG
Protection from black. 1/5.						
Wall of Swords	SC	U	•••	MTe	W3	A,B,U,R,4th
Flying. 3/5.						
War Elephant	SC	C	•••	KBi	W3	AN, CH
Bands, trample. 2/2.						
Warning	INS	C	•	PMo	W	IA
Target attacking creature does no damage in combat this turn.						
White Knight	SC	U	••••	DGe	WW	A,B,U,R,4th
Protection from black, first strike. 2/2.						
White Scarab	EC	U	••	PFo	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Balduvian Trading Post	LAN	R	•••	TWä		AI
When Balduvian Trading Post comes into play, sacrifice an untapped mountain or bury Balduvian Trading Post. T: Add 1R to your mana pool. 1, T: Balduvian Trading Post deals one damage to target attacking creature.						
Bayou	LAN	R	•••••	JMy		A,B,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Bazaar of Baghdad	LAN	R	••••	JMe		AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
Bottomless Vault	LAN	R	••	PMo		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Brushland	LAN	R	••••	BWa		IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
Castle Sengir	LAN	R	••	PVe		HL
T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.						
Cathedral of Serra	LAN	U	•	MPo		LG
All your white legends may band with other legends.						
City of Brass	LAN	R	•••••	MTe		AN, CH
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
City of Shadows	LAN	R	••	TWü		DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.						
Desert	LAN	C	•••	JMy		AN
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.						
Diamond Valley	LAN	R	••••	BSn		AN
T: Sacrifice a creature to gain life equal to its toughness.						



Cumulative Upkeep Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash.
0: Remove the top card of your library from the game to prevent 1 damage to you.



2: Put the top card of your graveyard on the bottom of your library.
"This ceaseless device has helped uncover marvels unreachable by mere flesh."
Arcane Dagon, Soldevi Machinist

Thought Lash and Soldevi Digger: Despite its apparent uselessness, Thoughtlash isn't being ignored. Clever players are putting it to good use for a great dual-purpose punch. First, it helps keep you alive in the late game. Second, once you're done with the Thoughtlash, you can flush your library and use the Soldevi Digger to recycle all the spells you *really* want.

THOUGHT LASH SOLDEVI DIGGER

White Ward	EC	U	••	Dfr	W	A,B,U,R,4th
Target creature gains protection from white.						
Wild Aesthir	SC	C	•••	GSi	W2	AI
Flying, first strike. WW: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. Two versions. 1/1.						
Witch Hunter	SC	U	•••	JMy	WW2	DK, CH
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.						
Wrath of God	INS	R	•••••	QHo	WW2	A,B,U,R,4th
Bury all creatures in play.						

LANDS

Adarkar Wastes	LAN	R	••••	MRo		IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
Adventurers' Guildhouse	LAN	U	•	TWä		LG
All your green legends may band with other legends.						
An-Havva Township	LAN	R	••	LDa		HL
T: Add 1 colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.						
Arena	LAN	R	•••	RAI		PR
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Aysen Abbey	LAN	U	••	LDa		HL
T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.						
Badlands	LAN	R	•••••	RAI		A,B,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						

Dwarven Hold	LAN	R	••	PMo		FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Elephant Graveyard	LAN	R	•••	RAI		AN
T: Add 1 mana to your mana pool. T: Regenerate an Elephant or Mammoth.						
Forest	LAN	C	—	Multi		A,B,U,R,4TH,IA
T: Add G to your mana pool. Two Alpha versions, three in other sets. Artists: CRu, PMo (Ice Age).						
Glacial Chasm	LAN	U	•••	LDa		IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.						
Halls of Mist	LAN	R	•	MPo		IA
CU: 1. No creature may attack if it attacked during its controller's last turn.						
Hammerheim	LAN	U	•••	BWa		LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.						
Havenwood Battleground	LAN	U	•••	MPo		FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
Heart of Yavimaya	LAN	R	•••	PVe		AI
When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart of Yavimaya. T: Add G to your mana pool. T: Target creature gets +1/+1 until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Description							Description							Description							
Hollow Trees Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.	LAN	R	••	PMo		FE	Pendelhaven Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	••••	BWa		LG	Strip Mine T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	•••••	DGe		AQ,4th	
Icatian Store Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	••	PMo		FE	Plains T: Add W to your mana pool. Two Alpha versions, three versions in other sets. Artists: JMy, CRu (Ice Age)	LAN	C	—	Multi	A,B,U,R,4TH,IA		IA	Sulfurous Springs T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.	LAN	R	••••	PFo		IA
Ice Floe You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.	LAN	U	••	JMe		IA	Plateau T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	•••••	DTu		A,B,U,R	Sylvanite Temple Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvanite Temple to add UU to your mana pool.	LAN	U	•••	MPo		FE	
							Rainbow Vale T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.	LAN	R	••	KFo		FE	Swamp T: Add B to your mana pool. Two Alpha versions, three versions in other sets. Artists: DFr, DSh (Ice Age).	LAN	C	—	Multi	A,B,U,R,4TH,IA		IA



Nether Void and Ice Storm: There are plenty of ways to make land destruction an effective strategy, but some of the best involve the world enchantment Nether Void. Knock down your opponent's lands with Ice Storm, shut down his spells with Nether Void and then finish him off with a low-casting-cost powerhouse like the Juzam or Erhnam.

"...low-casting-cost powerhouse like Juzam...". I like them InQuest boys. Well, that's a wrap. Thanks for stopping by and see you at the next Type I tourney. Ta-ta!

NETHER VOID **ICE STORM**

Island T: Add U to your mana pool. Artists: MPo, AMa (Ice Age).	LAN	R	—	Multi		A,B,U,R,4TH,IA	River Delta If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.	LAN	R	••	SEv		IA	Underground River T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.	LAN	R	•••••	Nth		IA
Island of Wak-Wak T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	•••••	DSn		AN	Ruins of Trokair Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.	LAN	U	•••	MPo		FE	Underground Sea T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.	LAN	R	••••	RAI		A,B,U,R
Karakas Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	••••	NLe		LG	Safe Haven 2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	••	CRu		DK	Urza's Mine T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	••	AMa		AQ,CH
Karplusan Forest T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.	LAN	R	••••	NLe		IA	Sand Silos Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.	LAN	R	••	PMo		FE	Urza's Power Plant T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	••	MTe		AQ,CH
Kjeldoran Outpost When Kjeldoran Outpost comes into play, sacrifice a plains or bury Kjeldoran Outpost. T: Add W to your mana pool. W1, T: Put a soldier token into play. Treat this token as a 1/1 white creature.	LAN	R	••••	JMe		AI	Savannah T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	•••••	RAI		A,B,U,R	Urza's Tower T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.	LAN	C	••	MPo		AQ,CH
Koskun Keep T: Add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.	LAN	U	••	PMo		HL	School of the Unseen T: Add one colorless mana to your mana pool. 2, T: Add one mana of any color to your mana pool.	LAN	U	••	PMo		AI	Veldt If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.	LAN	R	••	BWa		IA
Lake of the Dead When Lake of the Dead comes into play, sacrifice a Swamp or bury Lake of the Dead. T: Add B to your mana pool. T: Sacrifice a Swamp to add BBBB to your mana pool.	LAN	R	•••	PVe		AI	Scrubland T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	•••••	JMy		A,B,U,R	Volcanic Island T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.	LAN	R	•••••	BSn		B,U,R
Land Cap If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.	LAN	R	••	LWi		IA	Seafarer's Quay All your blue legends may bond with other legends.	LAN	U	•	TWü		LG	Wizards' School T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.	LAN	U	••	PMo		HL
Lava Tubes If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.	LAN	R	••	BWa		IA	Sheltered Valley When Sheltered Valley comes into play, bury any other Sheltered Valley you control. During your upkeep, if you control three or fewer lands, gain one life. T: Add one colorless mana to your mana pool.	LAN	R	••	RAI		AI							
Library of Alexandria T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly seven cards in hand.	LAN	R	•••••	MPo		AN	Snow-Covered Forest T: Add G to your mana pool.	LAN	U	—	PMo		IA							
Maze of Ith T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	•••••	AMa		DK	Snow-Covered Island T: Add U to your mana pool.	LAN	U	—	AMa		IA							
Mishra's Factory T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.	LAN	U	••••	KFo,PFo		AQ,4th	Snow-Covered Mountain T: Add R to your mana pool.	LAN	U	—	TWü		IA							
Mishra's Workshop T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	•••••	KFo		AQ	Snow-Covered Plains T: Add W to your mana pool.	LAN	U	—	CRu		IA							
Mountain T: Add R to your mana pool. Two Alpha versions, three versions in other sets. Artists: DSh, TWü (Ice Age).	LAN	C	—	Multi		A,B,U,R,4TH,AN,IA	Snow-Covered Swamp T: Add B to your mana pool.	LAN	U	—	DSn		IA							
Mountain Stronghold All your red legends may bond with other legends.	LAN	U	•	TWü		LG	Soldevi Excavations When Soldevi Excavations comes into play, sacrifice an untapped island or bury Soldevi Excavations. T: Add U1 to your mana pool. 1, T: Look at the top of your library. You may put that card on the bottom of your library.	LAN	R	•••	LDo		AI							
Oasis T: Prevent 1 damage to any creature.	LAN	U	••	BSn		AN,4th	Sorrow's Path T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.	LAN	R	•	RAF		DK							

HEY!

Ever get confused by a Magic card or wacky card combo? Don't sweat it, we can answer any question! Just drop us a note at:

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TINQUEST

players guide



MONTY PYTHON AND THE HOLY GRAIL
KENZER & CO.-1996

Full Set (308 cards)

ADVERSARIES

Name	Description	C/W	Grail #	Rarity
"Andred, Sir"	Will not join the Round Table. (+3 to a castle table draw.)	3/5	3	R
Angry Mob	(+1 to a combat draw.)	5/-	3	C
Bridgekeeper	Opponent of player who encounters this adversary may search deck for as many Questions Three as the player has knights. (-1 to a wits draw.)	-/2	5	U
Castle Guards (59)	Wits 0 for castle table draws only. (-2 to a castle table draw.)	5/0	2	C
Castle Guards (60)	Wits 0 for castle table draws only. (-1 to a castle table draw.)	4/0	4	C
Castle Guards (61)	Wits 0 for castle table draws only. (-1 to a castle table draw.)	4/0	4	U
"Damas, Sir"	Will not join the Round Table. (+2 to a wits draw.)	4/4	3	R
Dennis	"If a knight loses to Dennis, draw a grail number for the following effects: 2 or less) cannot pass 3) lose a turn, 4-5) knight becomes a page, 6 or higher) place knight in the dead cart. (-1 to a wits draw.)"	-/6	3	U
Dingo	A knight defeated by Dingo in a village or castle may not leave that village or castle until Dingo is defeated by another knight. May be played with other Anthrax adversaries or personae. (+1 to a castle table draw.)	-/3	4	C
Dragon of Angnor	Brave Sir Robin may not combat the Dragon of Angnor. (+1 to a village event draw.)	9/-	2	U
Edward the Knight Perilous	Will not join the Round Table (+1 to a village event draw.)	7/4	2	U
French Fellows	Opponent of player who encounters this card may search her deck for a taunt card and reshuffle. (+1 to a combat draw.)	8/11	1	U
French Taunter	Opponent of player who encounters this adversary may search his deck for up to 2 taunt cards and reshuffle. (+1 to a combat draw.)	2/14	1	U
Frenchman	"Opponent may search his deck for 1 taunt card and reshuffle but must put his thumbs in his ears, wiggle his fingers and blow a raspberry while using it. (+1 to a combat draw.)"	2/7	2	C
"Garlon the Invisible Knight, Sir"	Will not join the Round Table. May be combatted by more than one knight. (+1 to a combat draw.)	5/3	4	U
Generic Peril	* is determined by one Grail number draw. (-1 to a castle table draw.)	*/-	4	U
Gorilla	(+1 to a combat draw.)	6/-	3	R
Green Knight	"Will not join the Round Table. If a Round Table draw indicates that he will join, he will instead allow the Round Table to pass unhindered. (+2 to a combat draw.)"	5/6	2	R
"Helius, Sir"	Will not join the Round Table. (+1 to a wits draw.)	4/3	4	R
Hoard of Young Virgins	A knight defeated by Hoard of Young Virgins in a village or castle may not leave that village or castle until Hoard of Young Virgins is defeated by another knight. May be played with other Anthrax adversaries or personae. (+1 to a castle table draw.)	-/8	2	U

Name	Description	C/W	Grail #	Rarity
Hue the Knight Perilous	Will not join the Round Table.	5/2	4	C
Killer Rabbit	"Place a knight in the Dead Cart prior to initial combat. For every knight in player's round table, draw one grail number."	*/*	0	R
Knights who say Ni	(-1 to a castle table draw.)	16/14	1	U
Legendary Black Beast	Place any member of your Round Table in the dead cart upon encountering this card. (+1 to a combat draw.)	18/-	0	U
Monks	(+1 to a castle table draw.)	4/-	4	R
Morgan Le Fay	Opponent of player encountering this adversary chooses who player's lead knight will be. (+1 to a combat draw.)	5/5	2	R
Not-so-legendary Black Beast	(+1 to a combat draw.)	3/-	6	R
Old Crone	Bedevever may not have wits with Old Crone. (Place Shrubbery in the dead cart.)	-/4	5	C
Olfin Bedwere II of Rheged	Will not join the Round Table. (+1 to a combat draw.)	6/5	2	U

CASTLES

Name	Description	Cards	Grail #	Rarity
"Abblasore, Castle"	+4 combat. Before the normal draw, discard one card. (+1 to a combat draw.)	3	3	R
"Anthrax, Castle"	+5 combat. Opponent may search his deck for any one Anthrax persona or adversary and play it immediately in the castle. (+1 to a combat draw.)	1	2	C
"Arrrghhh, Castle"	+7 combat. Opponent may search his deck for a French adversary and play it immediately in the castle. (+1 to a combat draw.)	1	3	C
"Bealevale, Castle"	+4 combat. Before your normal draw, discard 1 card. (+1 to a combat draw.)	4	3	U
"Bedegraine, Castle"	+4 combat. Before your normal draw, discard 2 cards. (+1 to a wits draw.)	4	3	U
"Bodium, Castle"	+6 combat. (+1 to a combat draw.)	2	2	U
"Branegoris, Castle"	+4 combat. You must discard 1 card to draw extra cards. (+1 to a combat draw.)	2	3	C
Camelot	+7 combat. Lose a turn. (+1 to a combat draw.)	7	4	C
"Carbonek, Castle"	+4 combat. Before your normal draw, discard 3 cards. (+1 to a combat draw.)	5	3	U
Generic Castle	* combat. * is a Grail draw. Draw * extra cards during your draw phase. (+1 to a combat draw.)	*	3	U
"Guy De Loimbard, Castle of"	+6 combat. Opponent may search deck for a French adversary and play it immediately in the castle. (+1 to a combat draw.)	1	2	C



LEGENDARY BLACK BEAST OF ARRRGHHH!



GET SLOP POURED ON YOU

Legendary Black Beast of Arrrghhh! and Get Slop Poured On You

Arrrghhh is right. With this combo, the fearsome legendary black beast becomes even more fearsome. After the beast gobbles up one of your opponent's knights, have another one of his knights charge into the fray with Get Slop Poured On You. The Beast's 18 combat should be more than enough to complete the second course of his meal.

"Phelot, Sir"	Will not join the Round Table. (+1 to a village event draw.)	3/3	4	R
"Pinell, Sir"	Will not join the Round Table. (discard a card to gain +1 to your next Grail number draw.)	2/6	4	R
Police	"Player's champion who loses wits with Police is arrested and placed in the Dead Cart. If this happens, the effect of Slaying of the Historian is negated. (-1 on a draw made to find the Holy Grail.)"	-/5	2	U
Three-Headed Knight	(+1 to a combat draw.)	12/-	1	C
Vicious Chicken of Bristol	No combat modifier cards may be played by either player during combat. (+1 to a combat draw.)	3/-	5	C
"Witch, A"	Witch turns one knight into a newt for a grail number of turns. (+1 to a village event draw.)	2/-	4	C
Write Yer Own Adversary	(Prevent your opponent from playing a Write Yer Own card.)	*/*	*	C
Zoot	A knight defeated by Zoot in a village or castle may not leave that village or castle until Zoot is defeated by another knight. May be played with other Anthrax adversaries or personae. (+1 to a village event draw.)	-/3	4	C

"Jagent, Castle"	+4 combat. Before your normal draw, discard one card. (+1 to a wits draw.)	3	3	R
"Magouns, Castle"	+4 combat. Before your normal draw, draw an extra card or discard a card to draw three extra cards. (+1 to a combat draw.)	3	3	U
"Surhaute, Castle"	+4 combat. Before the normal draw, draw one card and discard one card. (+1 to a combat draw.)	3	3	R
Swamp Castle	+4 combat. Castle leaves play after 3 turns. May be played in the same space as the Tall Tower. (+1 to a combat draw.)	3	4	C
Tall Tower	+2 combat. You may search your deck for song cards. Discard one card for each card you keep. May be played in the same space as Swamp Castle. (+1 to a wits draw.)	1	5	C
Tintagel Castle	+4 combat. Before your normal draw, discard 3 cards. (+1 to a combat draw.)	5	3	U
"Vagon, Castle"	+5 combat. (+1 to a combat draw.)	3	2	R
Write Yer Own Castle	(Prevent your opponent from playing a Write Yer Own card.)	*	*	C

EVENTS		
Name	Grail #	Rarity
Description		
African Swallow Steals Coconuts	4	R
Player's Round Table may not move this turn. (+1 to a combat draw.)		
Allo	5	R
-1 on a draw made to find the Holy Grail. (Opponent's knights may not invite knights to join the Round Table for 1 turn.)		
Already Got One	1	R
Opponent automatically fails a draw made to find the Holy Grail. (+1 to a combat draw.)		

Name	Grail #	Rarity
Description		
Direct Attack	3	R
Choose a champion to combat opponent's champion for 1 turn. (-2 to a combat draw.)		
Doctors?	3	C
Bring a persona or knight from your dead cart to your hand but with half of normal combat and wits. (Restore the combat and wits of a knight who has had one or both of his abilities reduced.)		
Dramatic Escape	5	R
Save a knight from death if Concorde is a member of your Round Table. (A Knight who has been placed in the dead cart this turn may return to play in 3 turns.)		

Name	Grail #	Rarity
Description		
Grail-Shaped Beacon	3	R
"Play on Castle Anthrax, an Anthrax persona, or an Anthrax adversary. All knights must move towards the Grail Shaped Beacon by the shortest, most direct route. Discard when a knight reaches the beacon. (-1 to a wits draw.)"		
Groin Hit	1	U
+5 to a combat draw. (Knight must sit out 2 turns for suffering a blow to his coconuts.)		
Groveling	4	R
Opponent's knights may only move backwards this turn. (Knights may not combat target adversary for one turn.)		
Harmless Bunny	3	R
Remove Killer Rabbit from play and replace it with Harmless Bunny. Place Killer Rabbit in dead cart. Harmless Bunny may be passed without dispute. (-2 to a combat draw.)		
Help From Beyond	1	R
"Add +1 to a combat draw for each persona, knight or page in your dead cart. (-3 to a combat draw.)"		
Holy Men	5	R
"Search your deck for the Holy Hand Grenade of Antioch, then reshuffle. (+1 to a combat draw.)"		
I'm Not Dead Yet	1	R
"Return a persona, knight or page from the dead cart to your hand. (-2 to a combat draw.)"		
Idiom	4	U
Prevent opponent from playing a page from his hand. Place the page in the dead cart. (+1 to a castle table draw.)		
Impaled	2	R
Play prior to combat. Draw a grail number; opponent must subtract this grail number from his combat total. (+3 to a wits draw.)		
Impass	4	U
Knights may not enter this area for 1 turn. (Negate the effects of a card that prevents movement.)		
Impostor	3	C
"An adversary knight turns out to be an impostor. Place him in the dead cart. (Disguise a page as a knight for the remainder of the turn: combat 1, wits 0.)"		
Imprisoned	1	U
Imprisoned may only be played on a knight in a castle. Target knight may not leave castle. (+1 to a combat draw.)		
Inferior	2	U
Knight is permanently demoted to page. May not be played on Arthur. (+2 to a wits draw.)		
Infighting	1	R
Two knights in opponent's Round Table must immediately fight to the death. Opponent chooses the 2 knights and must draw grail numbers for each knight. Immediately redraw ties. (-1 on a draw made to find the Holy Grail.)		
Injustice	1	R
"Opponent must redraw her grail number. (Take the top 3 cards from your deck, look at them, then place them back in any order.)"		
Intermission	5	R
Opponent must take a break from the game and allow you to take your turn unhindered by any cards. Opponent still makes grail number draws as required. (Draw 1 extra card.)		
Knock it Off	4	U
Prevent opponent from playing an event card from his hand. Place the event in the dead cart. (+1 to a combat draw.)		
La Vache	2	R
Double a grail number drawn for combat. La Vache must be played before the grail number is drawn. (-2 to a castle table draw.)		
Lady of the Lake	5	U
Search your deck for Excalibur and reshuffle. Lose 2 turns if Lady of the Lake is used while Dennis is in play or if Dennis is played later this turn. (+1 to a combat draw.)		
Last Chance	3	R
"Your Round Table may go directly to Avalon for 1 turn, but then must go immediately to the Round Table Area. May only be played when opponent is in Avalon. (Prevent an effect that allows opponent to look at a face-down or in-hand card.)"		
Left Behind	2	R
Sacrifice a persona to bypass an adversary. The adversary remains. (No player may modify draws made to find the Holy Grail for 1 turn.)		
Let's Be Nice to Him	2	R
"This turn, bypass an adversary or the Three Headed Knight without dispute. (-1 to a wits draw.)"		
Lie	2	R
"Place this card on any area in opponent's England. For the next 2 turns, opponent's Round Table must attempt to move to this area by the shortest, most direct route. (-2 to a wits draw.)"		
Lucky Shot	0	U
+10 to a combat draw. (+1 to a Round Table draw.)		
Message	5	C
"Place a page in the dead cart to look at opponent's hand. Then draw a grail number; on a 4 or greater, return him to play. (+1 to a combat draw.)"		



Bridgekeeper and Questions Three: Feast:
This combo's a can't miss! When your opponent bumps into the Bridgekeeper, fetch the Questions Three about the feast in the Book of Armaments. If your opponent guesses wrong, you get your ante back. If he guesses right, you mock him for being such a geek. (Only a total laser would have seen the movie enough times to answer the question correctly.)

BRIDGEKEEPER

QUESTIONS THREE: FEAST

Angelic Influence	1	R
Permanent +1 on draws made to find the Holy Grail. (Search deck for God and reshuffle.)		
Arrested	0	R
"Eliminates a knight from the game. This card counters the game-ending effects of Slaying of Historian, but only if a knight is actually eliminated. (Opponent must immediately discard 2 cards.)"		
Averting Eyes	6	R
Prevent opponent from playing a card or using a card effect that allows her to look at face-down cards. (Opponent must discard 1 card.)		
Banana-Shaped	5	U
You may look at the top card of your deck and choose to place it on the bottom of your deck. (Play before grail number is drawn. You may choose to redraw the grail number if you do not like it.)		
Big Beds	4	R
Knights may not leave village or castle for 1 turn. (Negate the effect of a card that forces movement.)		
"Bit Longer, A"	2	R
"Save a knight from death, but he must sit out 2 turns. (Move an adversary knight in England directly to any Anthrax persona/adversary in play.)"		
Bloodletting	6	U
Randomly take a card that modifies combat ability from opponent's hand and place it in yours. Return it at end of the game. (-2 to a combat draw.)		
Bring Out Yer Dead	3	C
Reshuffle dead cart back into your deck. Remove this card from play after use. (Redraw your own combat grail number.)		
Burn Her Anyway	1	R
Persona is mistaken for a witch and burned at the stake. Place persona in the dead cart. (+1 to a combat draw.)		
Cartoonist Dies	1	R
Place any animation in the dead cart. (+1 to a wits draw.)		
Charge	1	U
+7 to the grail number of an assault on a castle. (+3 to a combat draw.)		
Church Influence	5	R
-1 to any grail number draw. (-1 on a draw made to find the Holy Grail.)		
Confusion	3	U
Opponent must lose a turn while pondering why witches burn. (-3 to a wits draw.)		
Cry of Distress	6	U
Peek at a face-down card in any England. (+1 to a combat draw.)		
Debate	6	R
-4 to a castle table draw. (+2 to a wits draw.)		
Delay Taunt	5	R
Delay the effect of any taunt cards played this turn until next turn. (-1 to a wits draw.)		

Draw	1	U
Results of combat are negated. Knights may pass adversary without dispute. (Knights may not exit castle or village for 1 turn.)		
Dumb Idea	3	U
"Opponent loses battle of wits. May play Dumb Idea after cards are already drawn. (Negate village combat bonus, one time only.)"		
Eccentric Performance	2	U
All players must discard their hand and draw 7 new cards. (-3 to a combat draw.)		
Emperor	4	U
Prevent opponent from playing a persona from his hand. Place the persona in the dead cart. (-1 to a wits draw.)		
Enlightenment	6	R
Remove the Grail Shaped Beacon from play and place it in the dead cart. (-1 to a village event draw.)		
Expulsion	5	C
Expel a knight from a castle. (Opponent must discard 1 card at random.)		
Fallen to His Death	2	U
Prevent opponent from playing an adversary from her hand. Place the adversary in the dead cart. (-1 to a combat draw.)		
Farm Animals	3	U
"One member of opponent's Round Table (chosen by opponent) is killed. Farm Animals may only be played at a castle. (Negate castle combat bonus, one time only.)"		
Flesh Wound	2	C
"Permanently lower combat value of target knight by 2. May be played with a Scratch. (Save a knight from death, but with a permanent -2 penalty to combat.)"		
Foul Weather	1	R
Move an adversary in England 1 space in any direction. (-3 to a combat draw.)		
Free For All	3	R
Match each of your knights with one of opponent's knights. Excess knights do not participate. All matched knights fight on one-on-one combat for 1 turn. Only Robin may run away. (-2 to a combat draw.)		
Friendly Castle	3	C
+7 to a castle table draw. (+1 to a wits draw.)		
Get On With It	3	C
"Opponent's turn immediately ends and your turn begins. Playable only if, in your opinion, opponent is playing to slow. (-1 to a combat draw.)"		
Get Slop Poured On You	2	C
"Target knight is forced to combat the current adversary or peril and may not run away. If adversary is French, combat is to the death, but Arthur may choose a champion to fight in his stead. (+2 to a combat draw.)"		
God	1	R
Discard all cards. Then draw 7 new cards and immediately take an extra turn. (-4 to a combat draw.)		



players guide

Name Description	Grail #	Rarity
"Mistake, A" Prevent an opponent from playing a taunt from her hand. Place the taunt in the dead cart. (-1 to a wits draw.)	2	U
Model "Remove any village, castle or item from play. (-1 to a wits draw.)"	1	U
Monks "Search your deck for Brother Maynard, Bother Maynard's Roomate or the Book of Armaments and reshuffle. (+1 to a combat draw.)"	5	U
Much Rejoicing Eliminates any minstrel or song card. (Take one card from opponent and play it immediately or discard it.)	5	C
Nasty Ways Target knight is slain if Three-Headed Knight is in play. (Save a knight from death.)	1	U
"Newt?, A" Choose a member of opponent's Round Table to be turned into a newt. Draw a grail number to determine the number of turns that member is eliminated from play. (+1 to a combat draw.)	1	C
Nothing Prevent opponent from playing a land from his hand. Place the land in the dead cart. (-1 to a combat draw.)	6	R
Plague "Play in opponent's Round Table. During any draw phase that a player has Plague, his Round Table loses one knight, persona or page. At the end of the draw phase, Plague rotates clockwise to the next player's Round Table."	4	R
"Plan, A" Take a card from opponent and play it immediately or place it in the dead cart. (Look at opponent's hand.)	5	R
Positive ID Opponent may not draw cards this turn. (Knights may not assist the lead knight this combat draw.)	5	U
Repression "Knights may combat a non-knight persona with no combat ability. Place the persona in the dead cart. (If opponent has cards for another card game on the playing surface, even in a box, randomly take and keep one.)"	5	C
Run Away Knights must run away. (Move an adversary in England 1 space in any direction.)	2	U
Sank into the Swamp Prevent opponent from playing a castle from her hand. Place the castle in the dead cart. (+1 to a coconut draw.)	4	U
Science Invite one of your opponent's knights (except Arthur) to join your Round Table with a +1 bonus to your Round Table draw. (Opponent's knights may not invite other knights to join the Round Table this turn.)	2	U
"Scratch, A" "Permanently lower combat value of target knight by 2. May be played with Flesh Wound. (Save a knight from death, but with a permanent -2 penalty to combat.)"	2	C
Seasons Return any 4 cards from your dead cart to your deck and reshuffle. (Opponent must discard the top 4 cards from her deck.)	4	U
Second Time Play after a taunt is played by either player. Search the top cards of your deck one at a time for a taunt card which you must play immediately. Reshuffle deck afterwards. (-1 to a knight's combat draw.)	6	R
Secret Word "Player must stand and shout "IT!" Defeats the Knights Who Say Ni or the Knights Who Til Recently Said Ni. (Knights may not have wits with adversaries this turn.)"	6	R
Seeking +3 to a Round Table draw. (-1 to a Round Table draw.)	6	R
"Silly Place, A" Knights may not enter or pass castle. (Knights must leave castle.)	1	C
Slaying of the Historian Opponent's game ends in 2 plus a grail number draw turns. May only be used if Historian is in play. Historian is placed in the dead cart. (+1 to a wits draw.)	1	R
"Spanish Inquisition, The" "Nobody expects the Spanish Inquisition. Search your play deck for Soft Cushions and/or The Comfy Chair, put them into your hand and reshuffle. (You may force opponent to redraw a grail number.)"	2	R
"Spanking, A" Play on a village or castle. Knights may not leave this village or castle for one turn. (+2 to a combat draw.)	4	R

Name Description	Grail #	Rarity
Stone Dead "Persona, knight or page dies in a number of turns determined by a grail number draw. (Knights may not enter village for 1 turn.)"	2	R
Strength "For the next combat draw, add the combat value of all your knights in play. (-1 on a draw when made to find the Holy Grail.)"	0	U
Tea & Biscuits "Place any one of opponent's knights in the dead cart, but your Round Table must go back to your Round Table Area for tea and biscuits. Well, not biscuits. (Randomly select a combat card from opponent and put it into your hand.)"	1	R
Transgression A knight may combat an adversary that has no combat value. Place the adversary in the dead cart. (+2 to a combat draw.)	5	U
Very Dull Invite one of opponent's knights (other than Arthur) to join your Round Table. (Opponent must discard entire hand and draw 7 new cards.)	2	R
Vital Clue "After movement, replace any face-down card in Avalon with Vital Clue, but not in an area that your knights are currently in. Any player who turns this card face up gains +3 on a draw made to find the Holy Grail. (+1 on a draw made to find the Grail.)"	3	R
Vote Prevent opponent from playing a knight from his hand. Place the knight in the dead cart. (+1 to a combat draw.)	2	U
War Add an extra grail number to a combat draw. May be played after the first grail number has been drawn. (-1 to a combat draw.)	1	U

Name Description	Grail #	Rarity
Extra Coconuts May discard Extra Coconuts to move twice this turn. (Prevent the loss of movement this turn.)	4	U
"Holy Grail, The" Gives Round Table +5 to all draws to find the Holy Grail. (Negate the effects of Already Got One.)	0	R
"Holy Hand Grenade of Antioch, The" "May only be used by a knight. Blows any peril or adversary to tiny bits on a draw of 3 or lower. On a draw of 5 or 6, it blows up your knight. (Draw 2 cards, then discard any 1 card.)"	0	R
Rope One knight may enter or leave any castle unhindered. Discard after use. (-1 to a village event draw.)	5	C
Scroll of Sacred Words: Nee-wom Add one grail number draw to combat. Discard after use. May be used to automatically defeat Old Crone. (Add one grail number draw to a wits draw.)	2	R
Scroll of Sacred Words: Ni Add one grail number draw to combat. Discard after use. May be used to automatically defeat Old Crone. (Add one grail number draw to a wits draw.)	2	C
Scroll of Sacred Words: Peng Add one grail number draw to combat. Discard after use. May be used to automatically defeat Old Crone. (Add one grail number draw to a wits draw.)	2	U
Shrubbery May discard Shrubbery to bypass Knights Who Say Ni. (Knights may not enter this area for 1 turn.)	6	U



SIR ROBIN'S MINSTRELS LEFT BEHIND

Sir Robin's Minstrels and Left Behind: Another combo that you can't miss with... Having some trouble with Knights Who Say Ni or that pesky Rabbit? Serve up Robin's Minstrels to bypass the peril and head safely to Avalon. Getting past a tough peril is good, but getting rid of those annoying Minstrels is even gooder.

Wedding Party Redraw a combat grail number. (+1 to a wits draw.)	4	R
Who Sent You? Prevent opponent from playing an item from her hand. Place the item in the dead cart. (+1 to a wits draw.)	5	U
Witch Burning Knights may not leave this village or castle for the remainder of the turn. (Knight automatically joins a player's Round Table.)	6	U
Wooden Badger Peril turns out to be made of wood. Place it in the dead cart. (Knights may not move forward for 1 turn.)	2	R
Write Yer Own Event (Prevent your opponent from playing a Write Yer Own card.)	*	C

ITEMS

Name Description	Grail #	Rarity
Arcane Writing "If Brother Maynard is also in play, player may secretly look at any face-down card once per turn in lieu of movement. (+1 on a draw made to find the Holy Grail.)"	6	U
Book of Armaments "If in play, your knight's Holy Hand Grenade of Antioch grail number draws of 4 or higher result in ""no effect."" (+5 to a combat draw if Brother Maynard is also in play.)"	6	U
Catapult Place Catapult and a knight in the dead cart for entire Round Table to leap over any area. This counts as movement. (-3 to a combat draw.)	1	U
Dragon Ship "May cross the Sea of Fate. Opponent may search deck for Bridge-keeper and reshuffle. (Draw 2 cards, then discard any 1 card.)"	6	U
Excalibur "While in play and carried by Arthur's page, adds +1 to Arthur's Round Table draws and +2 to Arthur's combat or +1 to the combat of any other knight whose page carries it. (+1 to a combat draw.)"	0	R

Name Description	C/W	Grail #	Rarity
"Arthur, King of the Britons" "+3 to round table draws. All grail numbers of 5 that you draw become 3 if opponent says, ""3 sir.""	5/5	1	C
Brave Sir Robin Cannot be killed. Cannot fight alone or as an adversary. Discard if encountered in England.	2/5	4	C
Dancing Knight -2 to round table draws.	4/1	4	C
Generic Knight "Combat and wits are determined by draw of single grail number. -1 to round table draw, may not invite other knights to join the round table."	*/*	4	U
Sir Allardin o' the Isles May not invite other knights to join the round table.	3/3	4	R
Sir Balin Sir Balin requires 2 pages to serve him.	7/3	1	C
Sir Bedevere Automatically eliminates Witch.	2/8	1	C
Sir Bors	4/4	2	C
Sir Ector	4/4	2	C
Sir Gaheris May not invite other knights to join the round table. Adds a +2 combat assist bonus.	3/3	3	R
Sir Galahad May not be adversely effected by taunts or events.	4/5	1	C
Sir Gareth of Orkney Place Sir Gareth in the Dead Cart if your round table is ever taunted.	6/3	4	U
Sir Gawain	4/4	2	C

Name Description	C/W	Grail #	Rarity	Name Description	Grail #	Rarity
Sir Kay Will not join the round table unless Arthur is there. Remove Sir Kay from the round table and place him in the Dead Cart of Arthur is ever removed from the round table.	5/4	1	R	Generic Land Draw a grail number and add that to the combat value of any adversaries inhabiting this land. Draw half that number (round down) of extra cards during draw phase. (-1 to a combat draw against a knight.)	4	U
Sir Lancelot "Whenever used in combat, if the grail number is 3 or less, Lancelot kills a non-knight persona in your round table."	8/3	1	C	Gorge of Eternal Peril May not pass this area. Discard if ever side-by-side with Sea of Fate. Player who encounters Gorge of Eternal Peril may search his deck for the Bridge of Death and reshuffle. (Do not make a village event draw.)	2	U
Sir Lionel May be sacrificed in lieu of Arthur.	2/2	5	R	Kingdom of Benwick +1 combat for occupant. Draw 1 extra card during draw phase. (-3 to a wits draw against an adversary.)	6	U
Sir Naram May not invite others to join the round table. May not be adversely affected by Anthrax personas.	3/3	5	R	"Kingdom of Mercia, The" No perils may inhabit this land nor may this land be played upon a pre-existing peril. Draw 1 extra card during draw phase. (-1 to a combat draw against knights.)	5	R
Sir Not Appearing in this Film May not invite others to join the round table. May not be adversely affected by Anthrax personas.	2/0	7	C			
Sir Paste Your Picture Here "Without picture: 1 combat, 1 wits. With picture: 4 combat, 4 wits"	*/*	4	C			
Sir Pellinore May not use wits to bypass adversaries.	4/6	1	U			



A Mistake and The Castle Arrrghhh:
Speaking of Arrrghhh...with a +7 combat bonus, the castle of the same name is a nice place to hang out, but getting taunted is not one of Arthur's favorite activities. After you enter the castle and your opponent fishes out a taunt, show him it was a mistake and cancel the card with, um, A Mistake.

A MISTAKE

THE CASTLE ARRGRHHH

Sir Percivale	4/3	3	R
Sir Perimones	2/4	4	C
Sir Persante	2/2	6	R
Sir Pram a Lot "Must stand and sing. ""I have to push the pram a lot"" each time used. Sir Not Appearing gives Sir Pram a +2 combat bonus."	5/3	2	U
Sir Tristram	6/3	1	R
Sir Wisshard	1/6	3	U
Tantrist o' the White	4/3	4	R
Write Yer Own Knight (Prevent your opponent from playing a Write Yer Own card.)	*/*	*	C

Kingdom of Rheged +3 combat for occupant. Draw 1 extra card during draw phase. (-1 to a combat draw against knights.)	6	C
Kingdom of Strangore +2 combat for occupant. Draw 1 extra card during draw phase. (-2 to a Round Table draw.)	6	R
"Land of Camelot, The" +2 combat for adversaries. Draw 1 extra card during draw phase. (+1 to a wits draw.)	6	C
Land of Cornwall +1 combat for occupant. Draw 1 extra card during draw phase. (-1 to any grail number draw.)	6	C
Land of Gore +1 combat for adversaries. Draw 1 extra card during draw phase. (-3 to a combat draw against a knight.)	6	U
Land of Listenoise +1 combat for occupant. Draw 1 extra card during draw phase. (-3 to a wits draw against a knight.)	6	R
"Land of Logres, The" +2 combat for adversaries. Draw 1 extra card during draw phase. (-2 to a combat draw against knights.)	6	C
"Land of Lothian, The" +3 combat for occupant. Draw 1 extra card during draw phase. (-1 to a wits draw against an adversary.)	6	R
Land of Wessex +3 combat for occupant. Draw 1 extra card during draw phase. (-1 to a combat draw against a knight.)	6	U
Northumbria +1 combat for occupant. Draw 1 extra card during draw phase. (-3 to a wits draw.)	6	U
Scotland +1 combat for occupant. Draw 1 extra card during draw phase. (-3 to a combat draw against a knight.)	6	U
Sea of Fate May not be passed. Discard if ever side-by-side with the Gorge of Eternal Peril. Player encountering Sea of Fate may search his deck for the Dragon Ship. (+2 to a combat draw.)	2	R
Swamp Land +1 combat for adversaries. Draw 1 extra card during draw phase. May not contain a castle other than Swamp Castle. (-2 to a combat draw against a knight.)	6	U
Write Yer Own Land (Prevent your opponent from playing a Write Yer Own card.)	*	C

LANDS			
Name Description	Grail #	Rarity	
Badon Hill +2 combat for adversaries. Draw 1 extra card during draw phase. (-3 to a village event draw.)	6	C	
Black Forest Adversaries here must be defeated twice. Knights encountered here will not join the Round Table. (-1 to a combat draw.)	5	C	
Bridge of death May be used to freely cross any area in England except the Sea of Fate. Opponent may search deck for 1 Questions Three for each knight crossing and then play immediately. (Take a card from opponent.)	0	C	
"Cave of Caerbannog, The" +2 combat for adversaries. Draw 1 extra card during draw phase. (-2 to a wits draw.)	6	C	
"Dark Forest of Ewing, The" -3 Combat for knights. Draw 1 extra card during draw phase. (-1 to a wits draw against a knight.)	6	C	
Forest of Certain Death -3 combat for knights. Draw 1 extra card during draw phase. (+1 to a wits draw against a knight.)	6	C	
Forest of Ni +1 combat for adversaries. Draw 1 extra card during draw phase. Opponent may search deck for the Knights Who Say Ni or Scroll of Sacred Words and reshuffle. (-1 to a wits draw.)	4	U	
"Frozen Land of Nador, The" +2 combat for adversaries. Draw 1 extra card during draw phase. (-2 to a combat draw against knights.)	6	C	

PAGES

Name Description	Grail #	Rarity
Archibald the Page "May carry 1 item. (Robber Knight, Combat 5, Wits 4, will not join the Round Table.)"	3	C
Bri the Page "May carry 1 item. Draw a grail number each turn. If it is 1 or lower, Bri the Page wanders off. (Wolves, Combat 5.)"	5	C
Charles the Page "May not carry an item. (Nosferatu, Combat 8.)"	6	C
Chauncy the Page "May carry 1 item. (Jester with an attitude, Wits 9.)"	2	C
Concorde "May carry 1 item. If Concorde serves Lancelot, Lancelot may escape death once. (Giant, Combat 5, will not join the Round Table.)"	2	C
Generic Page "May carry 1 item. (Evil Knight, Combat 3, Wits 4, will not join the Round Table.)"	1	C
Gimpy the Page "One time only, Gimpy may serve 2 knights for up to 3 turns. Gimpy dies from exhaustion if not relieved by the end of the 3rd turn. (Dragon, Combat 7.)"	4	C
Humphrey the Page "May carry 2 items. (Sir Turquine, Combat 6, Wits 6, will not join the Round Table.)"	2	C
Ian the Page "May carry 1 item. Discard one card each turn Ian the Page is in play or he will join your opponent's Round Table. (Bridge Troll, Combat 7, Wits 1.)"	5	C
Jimmy the Page "May carry 1 item. One time only, player may draw an extra card. (Werewolf, Combat 6.)"	4	R
Mack the Page "May carry 1 item. (Saxons, Combat 4, Wits 4, will not join the Round Table.)"	2	R
Maggy the Page "May serve 2 knights, but only if there is 1 or fewer other pages in play. (Brigands, Combat 4.)"	2	C
Nathan the Page "May carry 1 item. (Vikings, Combat 5, will not join the Round Table.)"	6	C
Nigel the Page "May carry 1 item. Nigel the Page is a bit confused and will wander off after 3 turns. (Wild Boar, Combat 3.)"	5	C
Patsy "May carry 1 item. (Mordred, Combat 5, Wits 4, will not join the Round Table.)"	5	C
William the Page "May carry 1 item. Will not serve a knight with a combat value greater than 3. (Ogre, Combat 4, Wits 2.)"	3	C

PERSONAE

Name Description	Wits	Grail #	Rarity
Bride's Father Sacrifice Bride's Father to make opponent redraw a combat grail number. (Look at 1 face-down card in opponent's England.)	1	6	U
Brother Maynard "One time only, may search through deck for either Holy Hand Grenade of Antioch or Arcane Writing. (-1 to a combat draw.)"	5	5	C
Brother Maynard's Roomate "If in play, any of your knight's Holy Hand Grenade of Antioch grail number draws of 4 or higher result in ""no effect""."	2	5	U
Dead Collector "Sacrifice 2 members of your Round Table to bring a knight, page or persona from the dead cart back into play. (+1 to a combat draw.)"	3	4	R
Doctor Piglet "One time only, save a knight from death but knight must sit out 2 turns. (+2 to a combat draw against a peril.)"	2	4	U
Doctor Winston "One time only, save a knight from death, but lose a turn. (+2 to a combat draw against a peril.)"	2	4	R
Famous Historian May force opponent to remove one card per turn from the top of his deck and place it in his dead cart. (Look at opponent's hand.)	3	6	C
Historian's Wife "Once per turn, you may draw an extra card and play it immediately or discard it. If the grail number on the card drawn is less than 3, place Historian's Wife in the dead cart. (+1 to a wits draw.)"	4	5	R
Obnoxious Minstrel "May function as a page, but knights will not join your Round Table while Obnoxious Minstrel is used as a page. (If Obnoxious Minstrel has been in play for more than 1 turn, place him in the dead cart to gain +2 to a combat draw.)"	1	5	C



players guide

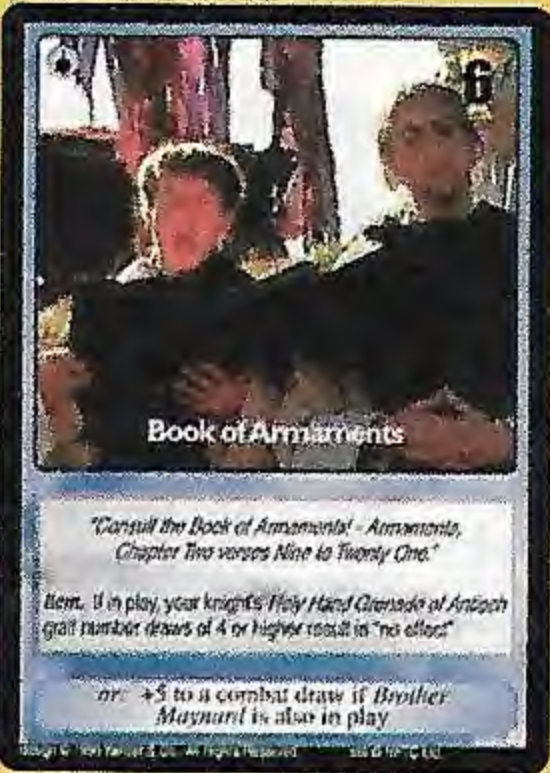
Name	Description	Wits	Grail #	Rarity
Prince Herbert	"May not be killed if Concorde is also in play. May cause Sir Lancelot to lose 3 turns 1 time only. After the 3 turns have elapsed, your may search deck for Prince Herbert Song and reshuffle. (-1 to a castle table draw.)"	1	5	U
Roger the Shrubber	Allows knights to pass areas blocked by Shrubbery. May search your deck for Shrubbery card. (-1 to a combat draw.)	3	5	R
Scribe	Once per turn player may lose a turn to avoid answering a Questions Three. (+1 to a wits draw.)	3	5	R
Sir Robin's Minstrels	"Automatically join player's Round Table. Minstrels give one knight a permanent +2 to combat while in play. If that knight ever runs away, Minstrels give that knight a -2 penalty instead. (-1 to a combat draw.)"	—	4	C
Wedding Guests	Place Wedding Guests in the dead cart to give opponent -2 to a combat draw. (+1 to a wits draw.)	2	6	C

QUESTIONS

Name	Description	Grail #	Rarity
Questions Three: Air Speed Velocity	Questioner may assign a permanent -2 to the Wits of any knight. 1 to a combat draw against a knight.)	3	R
Questions Three: Assyria	Answerer must place a knight in the dead cart. (+1 to a combat draw against a knight.)	3	U
Questions Three: Cleese	Questioner may move a knight in any England or Avalon up to 2 spaces in any direction. (+1 to a combat draw against a knight.)	3	C
Questions Three: Dead Collector	Answerer must discard 8 cards from any combination of cards in his hand or the top of his deck. (-1 to a village event draw.)	3	R
Questions Three: Dennis	Questioner may move a persona in England to any other location in England. (+1 to a combat draw.)	3	R
Questions Three: Feast	Questioner may revoke his ante. (Switch any two face-down cards.)	3	U
Questions Three: Fire Tricks	Questioner may eliminate any card in play from the game. (+1 to a combat draw.)	3	R
Questions Three: First Knight	Questioner may look at opponent's hand and choose to discard any card. (+1 to a combat draw.)	3	R
Questions Three: Floats	Answerer may not move for 1 turn. (+1 to a draw made to find the Holy Grail.)	3	U
Questions Three: Gilliam	Questioner may steal one of Answerer's pages. (+1 to a combat draw.)	3	C
Questions Three: Idle	Questioner may steal one card from Answerer. (+1 to a combat draw against a knight.)	3	C
Questions Three: Jones	Questioner may immediately draw up to 5 cards. (+1 to a combat draw.)	3	C
Questions Three: King Arthur	Questioner may take another turn. (+1 to a combat draw against a peril.)	3	C
Questions Three: Palin	Questioner may move a persona in England to any other location in England. (+1 to a combat draw.)	3	C
Questions Three: Penalty	Answerer gets a permanent -2 on draws made to find the Holy Grail. (+1 to a combat draw against a knight.)	3	C
Questions Three: Scene 24	Questioner may reshuffle his dead cart into his deck. (+1 to a village event draw.)	3	U
Questions Three: Unladen Swallow	Opponent may not move for one turn.	3	C
Questions Three: Writers	Questioner's Round Table may advance to the nearest castle but may not pass beyond unexplored territory. (+1 to a combat draw.)	3	C

SONGS

Name	Description	Grail #	Rarity
Brave Sir Robin Song vs. I	Opponent must sing the song or his knights may not run away from the next dispute.	6	C
Brave Sir Robin Song vs. II	Opponent must sing the song or one of opponent's knight's combat ability is permanently reduced to zero.	6	U
Brave Sir Robin Song vs. III	Opponent must sing the song or you may invite one of opponent's knights to join your Round Table.	6	R



BOOK OF ARMAMENTS THE HOLY HAND GRENADE OF ANTIOCH

Brave Sir Robin Song vs. IV	Opponent must sing the song or opponent's knights must run away from the next dispute.	6	C
Brave Sir Robin Song vs. V	Opponent must sing the song or you may retrieve your ante and play it immediately or discard it.	6	R
"Knights of the Round Table Song, vs. I"	Opponent must sing the song or opponent loses a turn.	6	C
"Knights of the Round Table Song, vs. II"	Opponent must sing the song or he may not draw cards during his next draw phase.	6	U
"Knights of the Round Table Song, vs. III"	Opponent must sing the song or one of his knights becomes disgusted and leaves for the dead cart.	6	C
Prince Herbert Song	Opponent must sing the song or you may peek at the top 8 cards of his deck and rearrange them in any order.	6	R

TAUNTS

Name	Description	Grail #	Rarity
Advancing Behavior	"Opponent's knights may not have wits with adversary, knight or persona. (-2 to a castle table draw.)"	4	C
Ain't Heard Nothing	Player must double ante. (-2 to a wits draw.)	6	U
Blow My Nose	Take opponent's hand and play any or all of the cards immediately. Place any unused cards in opponent's dead cart. (-2 to a wits draw.)	0	C
Boil Your Bottom	Opponent's knights must leave village or castle. (-2 to a round table draw.)	4	U
Brain of a Duck	Taunter draws a grail number. Target gets -4 to wits for that grail number of turns. (-2 to a Round Table draw.)	5	U
Chicken	Target is forced into combat and may not run away this turn. (-2 to a combat draw.)	2	U
Depart a Lot	Opponent's knights must leave castle. (-1 on draws made to find the Holy Grail.)	4	U
Detraction	Opponent may not invite knights to join her Round Table for the rest of the turn. (Eliminate 1 item if Dennis is in play.)	5	U
Don't Frighten Us	Opponent may not modify character's combat ability. (Draw 2 cards and play them immediately or discard them.)	4	U
Electric Donkey	"This combat only, opponent's knights may not credit combat assist bonus. (-2 to a wits draw.)"	4	C

Name	Description	Grail #	Rarity
English Types	Opponent's knights may not enter castle. (+2 to a combat draw against a knight.)	4	U
Farcical Aquatic Ceremony	Subtract a grail number draw from your opponent's Round Table draw. (Prevent the effects of Excalibur for the remainder of the turn.)	4	C
Inferiority	"During this combat, opponent's weakest knight must be chosen as champion. (+4 to a combat draw.)"	1	U
Major Taunt	"If an opponent has found the Holy Grail, the taunter may choose a champion to combat opponent's champion and take the Grail if he wins. May only be played if both player's Round Tables are in Avalon. (-2 to a combat draw.)"	0	R

Book of Armaments and The Holy Hand Grenade of Antioch: The ultimate weapon of destruction is none other than the Holy Hand Grenade of Antioch. It will blow even the toughest foe (even ones with nasty, big, pointy teeth) into tiny bits. But if you're not careful, it'll blow your knight into bits instead. To protect yourself from such unwanton destruction, make sure you're toting the Book of Armaments for precise instructions.

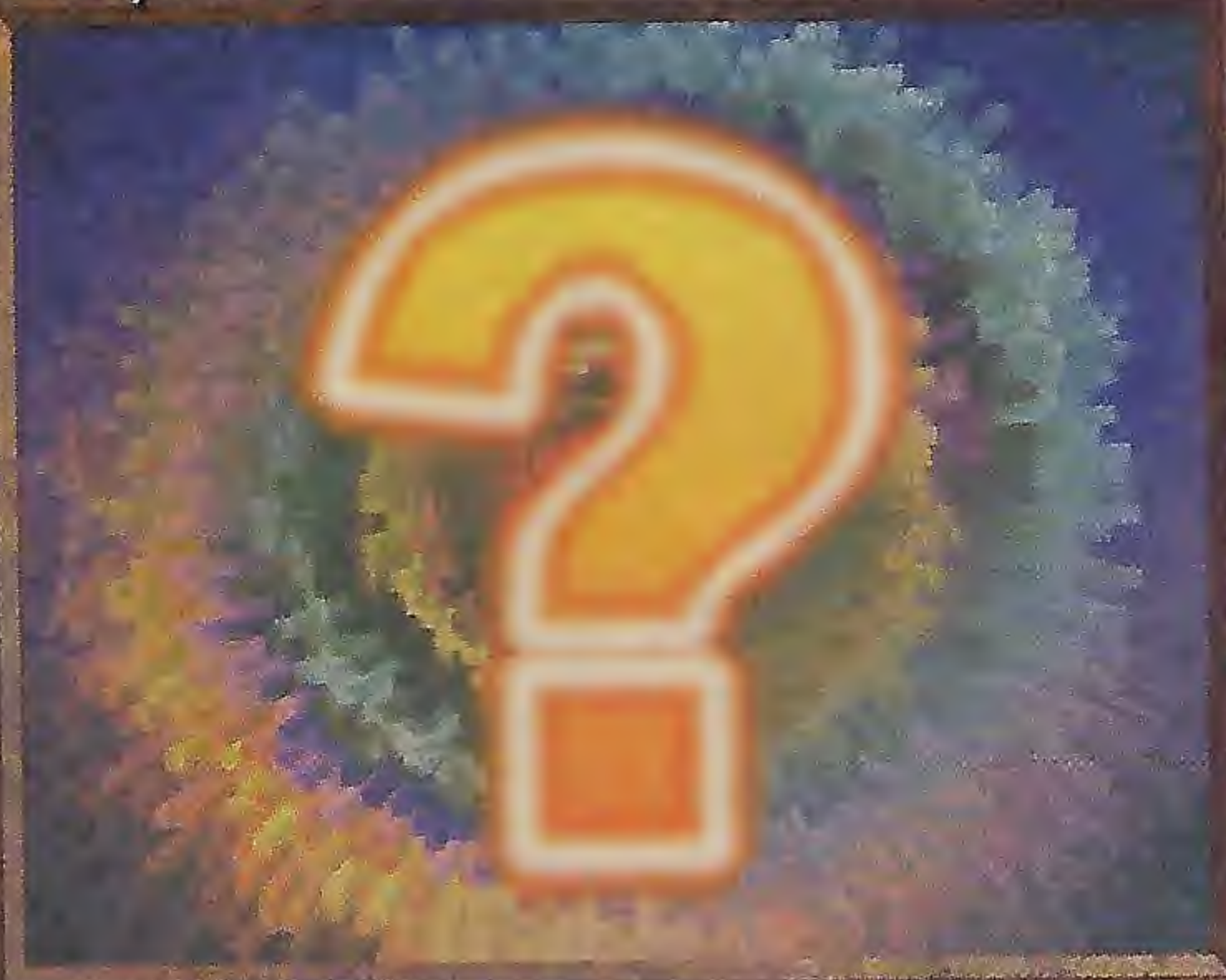
Major Taunt	Opponent must discard entire hand. (Opponent may not draw cards for 1 turn.)	2	R
Major Taunt	"Opponent must send 10 cards to the dead cart from any combination of her hand, deck or cards in her Round Table. (-3 to a wits draw.)"	2	R
Major Taunt	Taunter may place his Arthur in the dead cart to send opponent's knights back to opponent's Round Table area. (Negate the effect of a card that forces movement.)	1	R
Outrageous Accent	May take any face-up French Fellows in your England and play them immediately in your opponent's England. (-3 to a wits draw.)	1	U
Private Parts	Target is forced into combat and may not run away. May only be played on characters with a combat value. (+2 to a combat draw.)	1	U
Remain Gone	Opponent's Round Table must leave target space and may not reenter it for a grail number draw of turns. Taunter draws grail number. (Take a card from opponent's hand and play it immediately.)	4	U
Unlog My Nose	Opponent's knights must move 1 space forwards (chosen by taunter). (Opponent must discard 2 cards.)	1	C
Write Yer Own Taunt	(Prevent your opponent from playing a Write Yer Own card.)	*	C

VILLAGES

Name	Description	Cards	Grail #	Rarity
Anarcho-Syndicalist Commune	+5 combat to non-knight occupant. (+1 to a wits draw.)	1	2	C
Bedeaver's Village	+3 combat for occupant. (+1 to a wits draw.)	2	6	C
Generic Village	+3 combat for occupant. Player may draw 1 extra card during draw phase.	*	5	U
Plague-Ridden Village	+3 combat for occupant. (+1 to a wits draw.)	2	1	C
Ruined Village	+1 combat for occupant. (+1 to a village event draw.)	2	2	C
Village of Malehut	+2 combat for occupant. (-1 to a village event draw.)	2	5	R
Write Yer Own Village	(Prevent your opponent from playing a Write Yer Own card.)	*	*	C

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The Dicechuckers vs. The Cardflopplers

Am I stupid or what? A couple of months ago—in *InQuest* #15, to be exact—I wrote an article titled “Contest of Champions” that gave blow-by-blow descriptions of several killer match-ups, such as Odin vs. Zeus, Conan vs. Tarzan and Godzilla vs. The Kraken. But in my haste to finish so I could go back to bed, I left out the most spectacular blood ‘n’ guts battle of ‘em all: the roleplayers vs. the card players.

So let’s get to it. The army of roleplayers, representing *Advanced Dungeons & Dragons*, we’ll call the Dicechuckers. Their opponents, representing *Magic: The Gathering*, we’ll call the Cardflopplers.

There’s the opening bell...

Round One: Under a cloudy autumn sky, the armies take the battlefield. The Dicechuckers wear studded leather, ring mail and field plate armor. The Cardflopplers are wrapped in plastic.

Round Two: The Dicechucker leader insists on carrying every one of the *AD&D* rule books in his backpack. The Dicechuckers suffer their first casualty when his spine snaps.

Round Three: The Cardflopplers declare a mass tapping. The surprised Dicechuckers immediately turn sideways.

Round Four: Rattled, the Dicechuckers call on their highest-level wizard to cast a monster summoning spell. The wizard conjures an ochre jelly, an immense blob of protoplasm that gobbles everything in its path. Unfazed, the Cardflopplers make peanut butter and ochre jelly sandwiches.

Round Five: The Dicechuckers unleash a Stinking Cloud spell. While the confused Cardflopplers check their armpits, the Dicechuckers heave a couple of javelins of Piercing, followed by a volley of Fireballs. But the Cardflopplers quickly recover, responding with a Shivan Dragon, an Earthquake and a can of Glade air freshener.

Round Six: Bruised and bleeding, a group of Dicechuckers sips from a Potion of Heaving, which they’ve mistaken for a Potion of Healing. A moment later, they’re puking all over each other. Seven Cardflopplers exit the battlefield, thoroughly grossed out.

Round Seven: “I know!” exclaims a mace-wielding Dicechucker. “I’ll use my weapon specialization!” He whips out his pocket calculator and begins to compute his specialization bonus, strength penalty and attack modifier. Just as he gets to his reaction adjustment, a Cardfloppler clobbers him with a Lhurgoyf.

Round Eight:

Triumphantly, a Cardfloppler flops down an orange card.

The Dicechuckers stop dead. “What the hell is that?”

The Cardfloppler examines the card. It reads: Advance Token to Boardwalk. “Sorry,” he says. “Wrong deck.”

Round Nine: At the same instant a Cardfloppler plays a Ball Lightning, a Dicechucker casts Chain Lightning. The combination disrupts the fabric of reality. From a rip in the sky emerges the ghostly image of Bob Dole, cackling insanely. Dozens of terrified combatants, Cardflopplers and Dicechuckers alike, run screaming into the forest.

Round 10: A barbarian Dicechucker hurls a razor-edged boomerang. It misses the Cardflopplers, but inadvertently slices a Gauntlet of Might right down the middle, rendering it valueless. Forty distraught Cardflopplers commit suicide.

Round 11: From out of the hills steps an elderly stranger representing *Redemption*, the Bible-inspired card game. The stranger raises his hands. “Repent, sinners!” he cries. “Lay down your arms!” The Cardflopplers and Dicechuckers pause, stare at each other, and then join forces to beat the crap out of him.

Round 12: The battle resumes. A rumor spreads among the Cardflopplers about the impending release of the Ultra-Revised Fluorescent-Bordered Really Really Limited Fifth Edition of *Magic: The Gathering*, featuring such highly sought rarities as the Dung Zombies, Black Lettuce and Mox Booger. Hearts racing, the Cardflopplers trample each other in an attempt to reach the nearest store. In the ensuing chaos, all but one of the Cardflopplers are killed. The survivor slinks into the shrubs, and the Dicechuckers declare victory.

Aftermath: A month later, the surviving Cardfloppler contacts the Dicechuckers, demanding a rematch. The Dicechuckers respond with a fax: “We must decline, as we are still adding up the experience points earned in the previous battle. Not only will we be advancing in level, but we also anticipate increasing our hit dice, strengthening our saving throws and adding new proficiency slots. We may also be acquiring skill adjustments; that is, if our Dungeon Master approves.”

The Cardfloppler flushes the fax down the toilet, shaking his head in disgust. “And people think we’re a bunch of dweebs...”

Rick Swan, a Cardfloppler/Dicechucker hybrid, works the night shift at Dweebs R Us.

Photo courtesy Everett Collection



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